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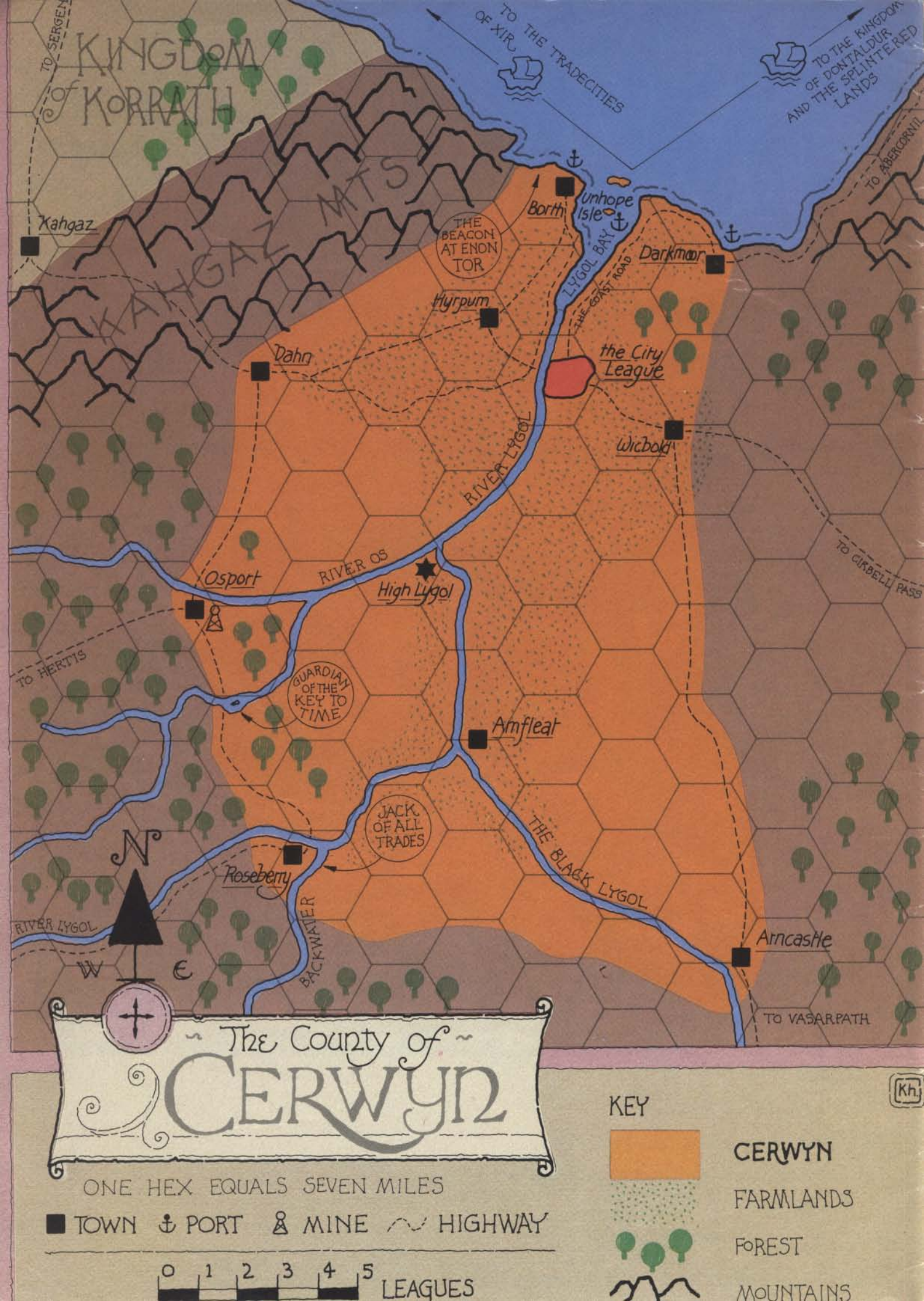
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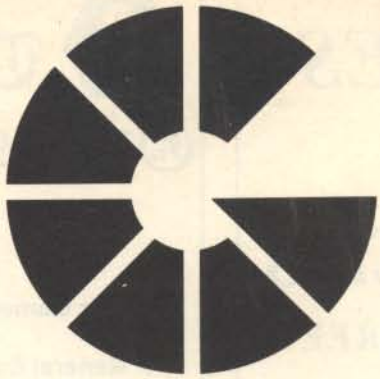

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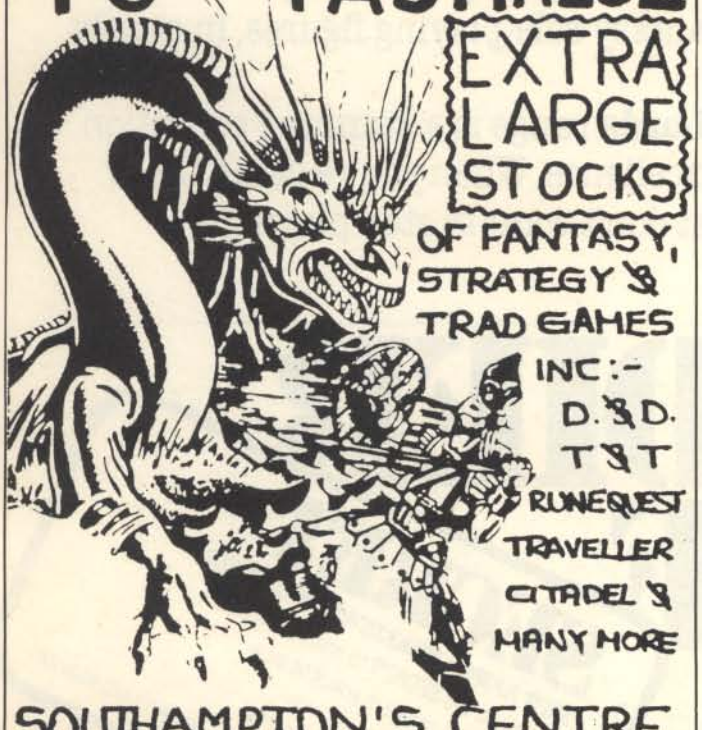

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The IMAGINE™

Magazine Special Edition: I

Contents

Pelinore: The IMAGINE Magazine Campaign World
Using the modules in this Special Edition for campaign play

The Beacon at Enon Tor
by Mike Brunton
A Basic D&D scenario for 4-7 1st level characters

Black Roses
by Mike Brunton
An AD&D scenario for low-level Cavaliers or other foolhardy types

The Taking of Siandabhair
by Graeme Davis
An AD&D scenario with a Celtic flavour, for 4-7 players, levels 4-6

Jack of All Trades
by Roger Hall
A scenario for the D&D, AD&D or DRAGONQUEST® games

Guardian of the Key to Time
by John Williams
An intermediate level adventure for 4-7 players

Round The Bend
by Jim Bambra
The 1984 GamesFair AD&D Team Competition scenario

Editorial

Welcome to this, the first Special Edition of **IMAGINE**™; the magazine for enthusiasts of the **DUNGEONS & DRAGONS**® game everywhere. Now, I know what you're asking yourself — just what is a Special Edition? If you take a look at the list of contents opposite, you will see the majority are scenarios for the **D&D**® and **AD&D**® games.

That's what you've got — six of the best scenarios published in the magazine in the first year and a half of its existence, including the very first, **The Beacon at Enon Tor**. A great many of our current readers have not been with us from the beginning, and for them, this booklet collects the most popular fantasy mini-modules in one place.

The choice was largely shaped by the response to the scenarios when they were first published. By letter, phone call and face-to-face, readers let us know what they thought of the modules in each of the first dozen-and-a-half issues. **Siandabhair**, for example, was spoken of as one of the finest modules of its type; **Guardian of the Key To Time** won praise as an innovative mid-level scenario. Of course, leaving out the Science Fiction adventures meant that we had a few less to choose from, but we believe that this Special Edition has some of the best scenarios to be found in magazines anywhere.

And, as a bonus, we have included a feature on fitting some or all of them into a campaign — drawing heavily on **Pelinore**, the IMAGINE magazine campaign world. If you're looking for an extra dimension to your play, this material will be invaluable to you.

So, that's what we mean by a Special Edition. We hope you like it, and that you agree — more or less! — with our choice of adventures. I'm sure you'll let us know.

Keith Thomson

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PELINORE

Integrating the IMAGINE™ campaign world into your game

Most players eventually find that merely adventuring in one separate scenario after another becomes more than a little boring after a while. The beginning of each new adventure always seems a bit contrived — just why were you travelling in the caravan across the desert when you were suddenly thrown into **The Lost City**? You wonder why it is that you never run into old adversaries again. At that point, your gaming stops being a series of individual adventures, and becomes a campaign.

The major point about a campaign is that it recognises that there is 'life' going on all over the fantasy world in which your characters live, not just in their immediate vicinity. Just like in the real world, there are events taking place on every level, from the grand sweep of mighty Empires, warring, plotting and shaping whole continents, to the mundane activities of the lowest animals. When a DM considers what kind of campaign is to be run, one of the first difficulties comes from knowing just what needs to be worked out, and what can be ignored for now.

Clearly, most of the activity will remain centred upon the player characters, and the places, people and monsters they are likely to encounter. A campaign gives players more choice. Before, if they had a home base at all, they always left it in the direction the DM required in order for them to find their way to the 'Lost Caverns under the Dark Mountains'. Now, the DM has to provide material that covers all the possible routes the adventurers might take. If they go south, they will come to Bereduth, north takes them to the sea, and to possible adventure with the Kosrean pirates. And so on.

The modules in this Special Edition were not written to conform to any particular campaign, but if your players are looking for a limitless realm of adventure, then the material provided for the campaign world of PELINORE might be a place to start.

USING PELINORE AS A CAMPAIGN WORLD

Pelinore is a vast world. Indeed, its boundaries are limitless. No matter how far your adventurers journey, they will always find another land, with its own hazards and rewards — a world as large as you care to make it.

The concept of the world is that it will be revealed through the pages of **IMAGINE**™ magazine over the months and years to come, one piece at a time, like a gigantic jigsaw puzzle. Or should we say three jigsaw puzzles....

Think of it another way. Thus far the pages of **IMAGINE** magazine proper have concentrated on one small, but important, part of the world of Pelinore, namely the City League. This city is a vast edifice, sprawling for miles in every direction, with a cast of millions to be discovered. It is designed as a potential home base. Characters can live near the Westmeet Square, visit the taverns of Docklands to pick up clues to an adventure, find rest and healing when the expedition is over. They may even find adventure directly in the City itself, falling foul of the law, perhaps becoming involved with the intrigues of its citizens, or just visiting the sights as tourists!

When you consider the world of Pelinore as a whole, the City League is a very tiny part, yet it is being viewed under maximum magnification, with the characters and places being presented in great detail. And because it is so large, the whole of the League can never be mapped in this way. This means that you, the DM, can create places and people of your own, and place them within the city. Should you be unlucky enough to describe an area of the City that is then presented very differently in a later issue of **IMAGINE** magazine, then you can either ignore what we have done, or relocate it, making whatever changes you have to. This means that you need never worry about putting your own ideas into the City League, and finding them at odds with published material. We've left plenty of room for you own invention — and if you want to play ultra-safe, then place your creation in 'the Communities'. We guarantee that we will never map or detail any part of this area of the League — it's an open space for you to build on.

If we now reduce the magnification a little, we can observe the same process at the next level. On the inside of the cover of this special edition, there is a map of the County of Cerwyn — an area which surrounds the City League. This represents the next level of Pelinore, the encounters within easy reach of the home base, the short adventures. On the pages after this, you will find some descriptions of places, people and events in Cerwyn, and if you look at the map again, you will find places on it that you will recognise from mini-modules that have appeared in previous issues of **IMAGINE** magazine. At this level of magnification, there is a little less detail, but more ground is covered. You can use Cerwyn in exactly the same way as you use the City League. Your player-characters can adventure in places that are already detailed — perhaps playing one or more of the scenarios in this booklet. Or you, as DM, can make up adventures of your own. Think about what you already know about Cerwyn, and what you have told your players. Then find a location in Cerwyn that will support your idea — a lair in the Kamgaz Mountains, perhaps, or a bandit camp north-east of Wicbold. Once again, if you find something in a later **IMAGINE** magazine contradicts your view of a place, an event or a person, change what we have written, or leave it out. Or if you want to play safe, set your idea in the small towns of Amfleat or Arncastle, or in any of the hexes around them. Once again, this is 'safe' territory — we will never publish hard details of these areas.

The other map on the back cover pulls the focus back one stage further still. Now other domains begin to appear, and wilder country. Your characters are wandering further afield, and the opportunities for the DM to place ideas of his or her own become even greater. This time, the safe area is all that expansive plain appearing to the South East of the Sarpath Mountains — a huge, wild region, where the mapmakers of the City League fear to tread. Future scenarios in **IMAGINE** magazine may concentrate on the Kingdom and Principality of Korrath, or upon the Tradecities of Xir.... or beyond.

For who yet knows what will be revealed when next the magnification is reduced. More domains — kingdoms, dukedoms, principalities, republics and the rest; mighty oceans and islands; lands on the very edge of the world, the brink of Chaos; diamond-bright citadels held fast by the immovable natural laws of Pelinore. The world of Pelinore will be revealed in tantalising chunks, dragging your players on into greater and greater adventure, further and further away from their humble beginnings in the City League. Watch this space.

Using the modules in the

IMAGINE Magazine: Special Edition

Not all the adventures given in these pages are set in specific locations within the world of Pelinore. Of the six, **The Taking of Siandabhair** stands alone, and cannot be placed upon either of the maps given on the inside of the cover. Three of the modules take place within the area given on Map 1, The County of Cerwyn. These fixed adventures are:

- ★ **The Beacon at Enon Tor**, a Basic **D&D®** adventure — set just to the west of Borth at the mouth of the River Lygol
- ★ **Jack of all Trades**, a multi-system (**D&D, AD&D®** and **DRAGONQUEST®**) scenario — set in and around the town of Roseberry
- ★ **Guardian of the Key to Time**, an intermediate level **AD&D** module — which starts in the woodlands area between Roseberry and Osport.

The other two modules, **Round The Bend** and **Black Roses**, do not have specific locations. The action of **Round The Bend** can take place in anywhere within the County borders of Cerwyn. The village of Braeme (from **Black Roses**) can be placed in any southern border hex of Cerwyn — if the background details are altered slightly.

But if you don't want to use any of the Pelinore background material, then all the modules will stand alone!

Cerwyn and Beyond....

Brief details are given for several of the important Non-Player Characters who might be encountered by the player characters. In the case of two sets of statistics being given for a particular character, the first set are always for the D&D game, the second set for the AD&D game. The abbreviation 'Fr' stands for Freeman, an NPC character class described in detail in the boxed section overleaf. If you don't want to use the class, a Freeman is, in many respects, similar to a Normal Man/0 level character, except that some progression — based on age, influence and status — is possible.

The level of detail presented here is sufficient to allow DMs to alter, delete and create material to fit their conception of the world of Pelinore. Rather than containing specific adventures, this section of the Special Edition is a source pack for background detail and ideas to make a campaign seem more 'alive', or to provide some help for a DM whose players wander off the beaten track....

Map 1: The County of Cerwyn

The County of Cerwyn is one of the newest of the human domains that have been established in the old Empire of Almete. Established three centuries ago by a renegade Captain of Horse (Barnabus Micreta) from the Tradecities of Xir, Cerwyn is independent, in name at least. The County's position and resources mean that it is almost entirely dependent upon the good will of the City League for its prosperity.

Cerwyn has never been large — from the sea it stretches 70 mile inland along the valleys of the Lygol and Oss ivers, and it is less than 50 miles wide, even by the most generous of estimates. Yet the County has always been prosperous, with a ready market in the City League for its harvests and excellent wines. The Lygol river valley is an exceptionally rich and fertile area, well protected against the worst excesses of weather which can strike the region.

The ruling House — the Micreta family — is also fortunate that by a quirk of fate and the turn of a card the title of Count aiso includes that of Steward of the Mines. This is an apparently demeaning title, until it is realised that the mines in question are the Osport silver mines — a rich source of the precious metal which provides the County's real wealth. The silver taken from the mines has financed the County for the last fifty years, paying for the extravagances of the House Micreta and their defences against their fellow rulers and the humanoid tribes who surround the 'civilized' area. The population of Cerwyn believe — as they have always been told — that the creatures in the surrounding lands are powerful and numerous. The truth is that they exist in

numbers great enough to cause fear, but little real trouble, except for an occasional raid during a bad winter.

The County seat is at the Castle of High Lygol, an ancient fortress from the days of the Empire of Almete, rebuilt under the direction of the first Count, Barnabus the Harsh. High Lygol is now more than a mere castle, a small market town having been built in the shadow of the fortress' towers. Other market towns — some semi-independent like Borth, Roseberry and Amfleat — are scattered around the County, but for the most part the population lives in small villages and hamlets (cf Braeme in **Black Roses**).

The current title holder is Countess Flavia d'Erebia Gora Philipedes Micreta (Fr1, hp 4), 23rd of the House Micreta to hold the title since Barnabus the Harsh — a remarkable number of the Micreta family have died while young, or shortly after assuming the weighty title. Countess Flavia is ruler in name only — a 15-year old girl is allowed little authority, save over her personal servants. The real power of the County currently rests in the hands of the Council of Guardians, as both Flavia's parents died in a tragic boating accident.

The Council of Guardians is made up of a group of Flavia's most trusted retainers — the County Marshall, her uncle, Sir Ewan d'Erebia (F11, hp 50/55); her Master of Horse, Lady Aramusa Quennet (F14, hp 70/77); Sendrenial the Puissant (MU16/I16 hp 33), her Master of Magics; and Sir Jeorge Fardwarm (Fr7, hp 24), the High Steward of the County. Unknown to any other Council members, Sir Jeorge is a very junior member of the Knights Ocular of the City League. It was he who arranged the 'boating accident' that befell Flavia's parents when it became obvious that the price of silver from the Osport mines was to be raised against the wishes of the Katar. Save for his subtle political manoeuverings to maintain the County's position vis-a-vis the City League (subservient, but seen as a vital buffer state), he is totally loyal to the House Micreta, which isn't quite the same thing as being loyal to Flavia. Flavia has three younger brothers, the oldest of whom, nine-year-old Flavus Barnabus, is next in line to the title.

Despite the political uncertainty of a Countess still in her minority, Cerwyn is still prosperous, her borders patrolled, her peasants lightly taxed (another benefit of the silver) and relations with the City League and the domains of Korrath and Bereduth have never been better.

Cerwyn is, in fact, something of a oddity. While the County seat at High Lygol and the City League are pinnacles of a (mostly) sophisticated civilization, a bare 30 miles away peasants live in border villages, and suffer attacks at irregular intervals by all manner of fell creatures. The reasons for this run deep, and have never really been of concern to anyone in authority.

The County is no bigger than a marcher dominion, and lacks a common border with any other human domain. While the silver mines provide the County's wealth, the agriculture and settlement of the region has been allowed to slowly decline — an almost unnoticeable decline, but a decline none the less. The County reached its largest extent some thirty years ago, and since then has been shrinking as the peasantry are drawn into the City League, where County Law has no force and the streets are crusted with gold.... The Council of Guardians at High Lygol has not noticed these changes — wealth still flows into the coffers, the valour of the Countess' troops still holds the borders for the most part, and punitive raids still answer any incursion.

Within the walls of the City League the inhabitants have an attitude which is at once cosmopolitan and parochial — Leaguers are worldly-wise and conscious of their links with places far and near, yet they are also totally uninterested in the doings of the mudgrubbers just beyond their walls. As long as the silver of Osport, the harvest and the wines of the Lygol river valley continue to pass through their gates, and trade flourishes, the County is of no concern to them. Even the peasants who enter the City in the hope of bettering themselves (and generally end up doing jobs more ignoble than any they did before) adopt this attitude of superiority to their stay-at-home fellows.

The end result of all this is that while the League is a huge city, less than 35 miles from its gates lurk creatures who have little love for humans and their works. In between the two extremes are all levels of sophistication: the simple rustic peasant who toils in his lord's fields throughout his life; the Guildmasters of the market towns and the League, jealous of their status and wealth; the bureaucrats and officials of the City League, their will enforced by mountains of paper; the courtiers of the Punctilio, almost unaware that a world need exist beyond the Katar's halls.

The FREEMAN or FREEWOMAN

A new NPC character class for use in towns and cities

Cities are not just populated by a mixture of exotic adventurers and thousands of zero level fighters (NM/F0). There will be many representatives of the adventurous classes, and there will also be the social also-rans, the low-lifes, but a great many of the people will be Freemen and Freewomen, representing merchants, business people, functionaries, clerks, bankers and many other mundane trades. In order to allow these people a little more depth in this campaign, we suggest that DMs make use of the Freeman character class hereafter detailed. Note that this is not intended to be a class available to player-characters, and after a quick look, very few of your players will be that keen anyway!

Character abilities

The abilities are as normal and are rolled as normal. There is no reason why these people should be any less or any more able than the average adventurer. In certain circumstances, the DM should reduce some ability scores to allow for the less-than-strenuous training that non-adventurers may have had.

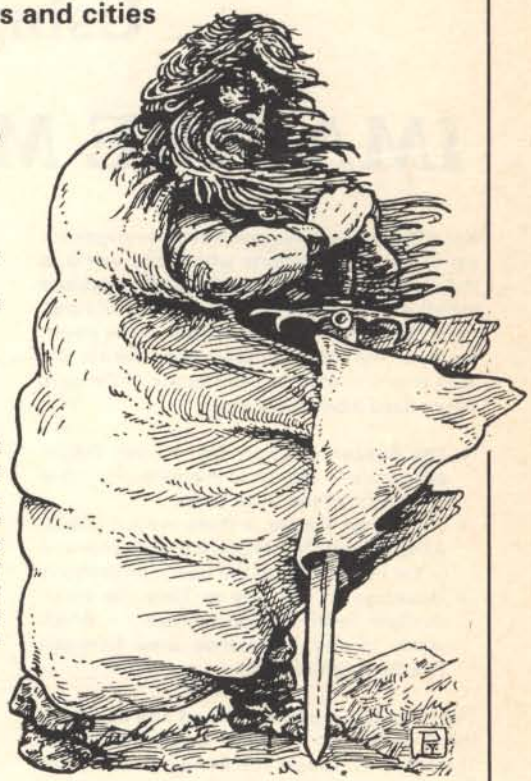
Bonuses due to character abilities

Strength: No attack/damage bonus, others normal
Intelligence: Normal language bonuses
Wisdom: Normal Saving Throw bonuses
Dexterity: No missile bonuses, others normal
Constitution: Ordinary (non-fighter) hit point bonuses
Charisma: Normal

Character class details

Hit die type: d4
Max no hit dice: 9 (+1 hp for each level above 9)
Spell ability: nil
Level limit: none
Armour: any, but rarely worn
Shield: possible
Weapons: any, but only ever proficient in one (-5 non-proficiency penalty)
Combat table: use magic-users combat results table
Oil? yes
Poison? yes
Racial restrictions: none

The level of a Freeman or Freewoman is not determined by experience points but by a combination of their wealth, age and influence. At 10th level Freemen and Freewomen become members of the nobility. Thus a simple bureaucratic flunkey would be Fr1, a wealthy trader Fr5, a courtier Fr8 and so on. They may use any magical item that can be used by a fighter or a thief. Freemen and Freewomen save as fighters of the same level.



New Weapons for use by Freemen and Freewomen

Weapon	Weight	Damage	Length	Speed	Adjustments
Sword stick	20	1-6/1-8	3'	3	as dagger
Staff-mace	60	2-7/2-8	6'	8	as mace (foot)
Knobbed stick	30	1-6/1-3	3'	4	as club

Note: in the D&D game the staff-mace does 1-6 damage

General Notes

The Defence of Cerwyn: The County troops are the direct responsibility of the Master of Horse, Lady Aramusa Quennet, a seasoned and talented commander of many campaigns who, at 32, has 'retired' from general warfare. In practice the Master of Horse always listens to — and usually follows — the advice of Sir Ewan in affairs relating to the defence of the County.

Lady Aramusa has a permanent force of 900 professional light cavalry (Fighters, levels 2-5), 1000 infantry levies (Fighters, levels 2-4) and the Household Troops (Fighters, levels 6-8) at her disposal. These cavalry are deployed in three troops of 100 each at Hyrpum, Dahn and Arncastle, to discourage any raids by the mountain dwellers, and a further 300 at Osport. Of the remaining 300, fifty are kept at High Lygol as a strategic reserve and the rest are divided into small road patrols, or occasionally assigned to roving patrols along the County borders. The Cerwyn Horse have a good reputation as skilled fighters, despite the fact that they have never had to take part in open warfare in the history of the County, their military duties being solely confined to the suppression of the humanoid tribes in the Kahgaz Mountains and Sarpath Peaks — and the occasional persuasion of recalcitrant taxpayers.

The 1000 levies are regarded as a lesser military force, but have the potential to acquit themselves well. Their duties are confined to river patrols, a garrison of 300 at Osport, and garrisons of 50 or so at all the other towns within the County. The Household Troops are a truly elite force of 180 heavy dragoons — mounted troops who can fight on foot if the need arises. All are armed with weapons of at least +1 quality, and armoured to match. They are loyal to House Micreta, although in the past their loyalty has been for sale to the individual family members rather than the whole House. The Household Troops are stationed at High Lygol, as the permanent garrison of the Castle. Their primary duty has been ceremonial for the last few years, but they are still a potent — though very small — field force. Countess Flavia idolises the Captain of the Household, Sir Querion Jundas (F8, hp 40/44) who is honourable enough to use his influence over the girl for what he considers is the good of all.

Taxes: The Council of Guardians have the power to tax the inhabitants and trade of the County to whatever degree they wish. The Osport Silver mines mean that taxes are, in comparison with many areas, relatively light, but they are still imposed. The Council also organises the collection of tithes, which are then disbursed to lawful and neutral churches. Chaotic religions and their associated free-thinking are not tolerated.

Once a year, by tradition on Midsummer's Day, a poll tax is levied upon everyone within the County borders — peasant, noble, foreigner or resident alike. Collection usually takes several days, so it has been known for travellers to pay the tax several times at different places within the County. The exact amount varies from year to year, and is usually no more than 5sp per peasant and 1-5gp per non-peasant. The lesser nobility (those who choose to dress in that fashion — adventurers are usually treated as lesser nobility for sole purpose of paying poll tax) are expected to pay at least 200gp for the privilege of living under County protection. Foreigners (including citizens of the League), again by tradition, pay at least twice as much. Immunity is granted by the Council to clerics of Lawful or Neutral alignments, and those who have diplomatic immunity or sufficient political clout — City League Guildmasters rarely pay poll taxes.

A duty is levied by the County upon all trading goods that travel past High Lygol on the rivers — currently this is 1gp per man or horse load, 10gp per cartload and 50gp per barge or ship load. This duty is often increased for more valuable cargoes. Failure to pay this duty — or trying to avoid it altogether — is a serious crime that carries a penalty of forfeiture of the goods in question. This tax may be paid in cash or kind. A similar duty is levied upon all goods that use the County roads, paid upon entering or leaving any of the County's towns. This duty is set at $^1/_2$gp per man or horse load and 5gp per cartload. Duties are payable upon any treasure that adventurers may possess — such treasure may well be traded. A dock fee of 100-200gp is also levied upon all goods that are landed at ports within the County, including goods landed at the 'independent' towns of Borth and Roseberry.

The Council also imposes irregular taxes upon items which it is felt will bring in revenue. In the past this has included taxes on such things as sheep, windows, swords (a distinctly unpopular measure that has never been repeated), hats, horses, roofs, etc. Typically the levy is set at 1sp per item for staple goods (sheep etc) and 1gp per item for luxury goods.

Finally, in the past the Council has imposed 'Dragon's Bounty' upon various adventurers. These taxes have been levied at short notice 'to pay for the inconvenience of having a large transient population of freebooters and vagabonds'. As a one-off tax directed against a specific section of the community, sequestration of up to three-quarters of a successful adventurer's goods has been known.

All taxes must be paid with County coinage, on pain of imprisonment. In practice City League coinage is also accepted at face value, but all other coins must be changed in County coin. Fees of 10gp for sums less than 100gp, 50gp for sums less than 1000gp and 200gp for amounts above that are charged by all the County moneychangers — usually the town Guildmasters or the tax collectors themselves. County coinage is odd in that the higher denominations are predominantly silver — as is to be expected with the Osport silver mines in production. Few gold coins exist, and to make up for this defficiency a $^1/_2$gp silver coin (the half-noble) and a 1gp silver coin (the noble) are minted. Although rarely minted, a 10gp silver bar 'coin' called the 'Barnabus' is also in circulation. On the assumption of the title by Flavia a 25gp silver bar coin was also minted. Its weight and size ensured that only 1200 were ever produced. These coins, while unusual, are honoured within the City League, Korrath, Bereduth, Kalos and Poritas, although beyond these areas many travellers and merchants have experienced difficulties in using them.

All taxes are in addition to the feudal obligations that the peasantry owe to their betters, and any church donations that people feel it necessary to make. Church donations are also in addition to the tithes the County treasury collects and pays on behalf of the population.

Towns and Villages

Specific details of all the various towns and villages on the map cannot be given here due to the restrictions of space. The details of towns and villages varies considerably, but on a broad view, the life as a peasant is the same the world over.

Virtually every hex on the map contains one or more villages — again, Braeme in **Black Roses** will serve as an example of a typical peasant community in a temperate area. Braeme is on the small side, even for a border

village, but it does illustrate several points. Most of villages are larger than Braeme, with up to 500 inhabitants in a large village. Virtually all of them have a blacksmith, a temple and/or shrine of some kind (though there may not be a permanent cleric), and at least a tavern or meeting/residential hall for visitors and villagers. The larger villages (300+ inhabitants) may well (70%) support a manor house with a county steward or bailiff in residence or a small garrison of County soldiers — in reality little more than a patrol station.

The various towns in the region are all small — the lure of the City League as a market sees to that. None of the towns named upon the map, even High Lygol, have more than 7,500 inhabitants and the majority of the County population live in villages. All, except Borth and Roseberry are ruled by stewards or mayors appointed directly by the Countess' Council of Guardians. Osport and its mines are administered directly by the High Steward, Sir Jeorge Fardwarm, ostensibly on behalf of the Council (and secretly on behalf of the Katar of City League).

Borth and Roseberry are administered by Guildmasters — although by City League standards their guilds are small and insignificant —who are theoretically responsible direct to the Council of Guardians in all matters other than those relating to their guilds. In practice their authority is rarely challenged as long as the taxes are paid and the town militia has sufficient weaponry and turns out in sufficient numbers when required.

As the highest navigable ports — for seagoing vessels — on the Lygol and Oss rivers, Roseberry and Osport are expected to provide small armed river boats as part of their militia contingents. These river boats patrol the rivers above Osport and Roseberry and the Black Lygol, protecting the County's trade on the waterways. The patrols often extend as far as Sardmoor on the Oss and Bereduth on the Lygol in summer when the rivers are high. The Black Lygol is too shallow for anything other than skiffs and small barges except during the spring floods in its lower part, and is entirely unnavigable as it approaches the hills to the south and the land starts to rise.

Borth: Borth is a small semi-independent town, granted a charter 37 years ago by the Regency Council of the then Count of Cerwyn, Garus Renares. The town is administered by the local Guildmasters, a small group of men with almost absolute authority over the town's 2000 inhabitants. Although technically in charge only of matters related to their Guilds and trade, the Guildmasters treat almost all matters — civil and criminal — as having a bearing on their activities.

The town is a watering station for trading ships leaving the docks of the City League, 15 miles upriver, and it is the first landfall of many vessels arriving from far-flung ports. The Guilds reflect this pre-occupation by supplying sea-going men with their necessary goods — Ropemakers, Chandlers, Wherrymen, Shipwrights, Sailmakers, Pressmasters and Thieves (the Thieves' Guild is concerned in separating seamen from their money — they supply gambling, floozies and rum rather than indulge in true thievery). The seafront is a maze of small businesses, seedy inns and dark alleys.

Although it is said that 'Only a fool puts his trust in a Borth-boat', Borth built craft are sound and seaworthy (the largest ships built are no bigger than small merchantmen, some 40' long at most), as would be expected of a town with a successful fishing fleet. This is due to the shoals of fish in the bay and surrounding waters, which grow to a prodigious size and tastiness. The annual Festival of the Deep — 'Shallows' would be more accurate, since all Borth's fishermen work inshore — takes place during the first week of Autumn. During that week all other activity in the town comes to a halt as contests are held to catch the largest fish, boats are raced with contestants from other sea towns and Borth becomes almost truly merry, before once more sinking back into its rum-enhanced merriment of returning and departing sailors.

All prices in Borth are as given in standard price lists, except that fish-based foods — such as dried fish for iron rations — are 50% cheaper, and all alcohol is 150% dearer. Boats and ships are available at standard prices, but must be ordered up to three months or a year in advance for new craft (depending upon size). Second hand vessels are available at between 60% and 150% of new prices. Crews can be hired through the offices of the Pressmasters Guild.

The town's other activity is considerably less savoury, and not one the Guildmasters are proud to have a part in. The island in the middle of the bay, Unhope Isle, is used by the authorities of the City League to house convicted prisoners, prior to transportation into slavery in the Tradecities of Xir. The town proper has little to do with this trade, except to provide food and water to the slave galleys and the watchtower and slavepens that are maintained on Unhope Isle. The Thieves' Guild maintains a closer interest, as 'freeing innocents unlucky enough to fall foul of City injustice' is a profitable occupation — especially when relatives pay well for the return of loved ones. The Guild charges a fee of 1000gp x the level of the person to be rescued for this service. Private competition from other groups — such as parties of adventurers — attracts swift vengeance.

Interestingly, the town and its environs are particularly suited to the use of magic. Eons ago a star fell to earth giving rise to the nearly circular bay and scattering material from the heavens over the area and the sea. Over the years this material has leached into the sea — giving rise to the fish — and it is now nearly unnoticeable, save for certain magical researches, which can progress much faster in the area. Only one wizard ever seems to have taken note of this effect and made use of it — Karthedon, Keeper of the Beacon at Enon Tor.

Osport: Established some two centuries ago by Mollin Deepdelver (Dw6/F6, hp 32/40), a Dwarven retainer of Barnabus the Harsh, Osport was a sleepy backwater until the discovery, some 160 years ago, of a vein of silver in the hills surrounding the town. Mollin, in the manner of his kind, immediately began mining the silver, and the town began to grow under his direction as Steward of the Mines. Unfortunately, Mollin was not as good a card player as he was a miner, and he lost his mines, his town and his position as Steward (on the turn of a single card) to Count Gamol Yduve Micreta. The fact that Gamol was later called out and died in a duel over another game of cards where there were six aces in the deck did not do anything to restore Mollin's lost property.

In spite of all this Mollin is a loyal retainer, and in love with the silver that the mines produce. He readily accepted the position of Overseer of Excavations and Constructions, and since that day has maintained production at the mines at a high level — with only a small proportion (500gp/month) of the mines' output being diverted to his own private 'collection'.

Osport itself is now a sober, civilised and expensive (prices are double normal) town of 4000 inhabitants, heavily patrolled by County troops and the town Constabulary (150 men, all fighters 1-3). The presence of the silver mines means that all who are not in County livery, recognised traders in silver, overnight guests or residents are regarded with caution by the locals. Occasional employment is available to adventurers as sell-swords, but this is rare and usually hedged about with suspicion. The town is well protected by the County — which is hardly surprising as it is the chief source of the County's wealth. The mines are also heavily patrolled, if only to stop the workforce escaping. Virtually all the workers — except for the dwarven foremen and human overseers — are convicted peasant criminals from the County, non-taxpayers, prisoners taken on punitive raids (including non-humans) and troublemakers.

Each quarter the mines produce silver to the value of 75-100,000gp. The ore is smelted and stored in Osport, then transported down the river as ingots to the City League and beyond. A portion of the silver — usually about 5000gp worth — is delivered to the Council of Guardians at High Lygol to be turned into coinage. Naturally, the Silver Barges are well guarded with 130 of the levies garrisoned at Osport actually on the Barges, and 300 troopers of the County Horse accompanying the Barges by riding along the banks of the Oss and Lygol rivers to flush out any potential ambushers. Apparently at random (25% chance for any shipment), and for especially large shipments (65% chance), Sendrenial the Puissant, the Master of Magics, and a number of his apprentices (2-4 magic users, MU5/I5 to MU7/I7), accompany the Barges as a further deterrent to any thieves or raiders. The silver has been stolen on several occasions in the past, but each time the shipment has been recovered virtually intact. Justice for thieves of the silver shipments has always been swift, summary and terminal.

Map 2: Beyond Cerwyn.....

This section is an overview of the areas around Cerwyn and the City League. The sections below give brief notes — a thumbnail sketch — of each of the domains shown on the map.

Towns & Trade

The towns, cities and ports shown on the map (except within Cerwyn) are the major ones in the region — those having populations of 15,000 or thereabouts. Smaller towns, villages and hamlets exist within all the domains, but these have been omitted from the map for the sake of clarity. In general, the level of population is similar to that described for the County of Cerwyn above.

The roads shown on the map are not paved highways, except for short lengths around various towns and cities. The roads are the easiest and most travelled routes that trade caravans take. Within the borders of the domains the roads are patrolled, but beyond those borders merchants and travellers fend for themselves and look to their own defences when using the roads. The nautical trade routes that are shown are the most important ones from the City League towards the Splintered Lands, Theocratic Principalities and the TradeCities of Xir. These routes are travelled by convoys of large, well armed ships which do not suffer too much from pirates and other ruffians. The coastal trade routes are not shown, but a healthy trade in most goods is carried out by smaller craft sailing between the smaller ports (and compared to the Docklands of the City League everything, save the semi-ruined Almetian naval station at Kosre, is a smaller port).

Direct passage to any port shown on the map can be obtained in the City League. From elsewhere, there is a 35% chance of finding a ship that will eventually call at the desired port (after 1-4 other ports of call). Such passages cost 10-100gp per league travelled (depending upon the level of comfort desired). Passages are never paid for by cargo owners accompanying their wares. The cost of transporting cargo by ship or as part of a land caravan is usually half-tithe (5%) of the value of the cargo, regardless of its nature. Port fees of up to 400gp are also usually paid by the cargo owner. Merchant caravans welcome fellow travellers on the road — an extra sword is always useful — providing some form of security is offered; an introduction from a trustworthy intermediary, for example.

The routes into the Steppe country through the Sarpath Peaks through Vasarpath and the Cirbell Pass, and south from Catstane, Cadfan and Marn are only in use during the summer months. Exactly what lies in the Steppe region is at the descretion of the DM.

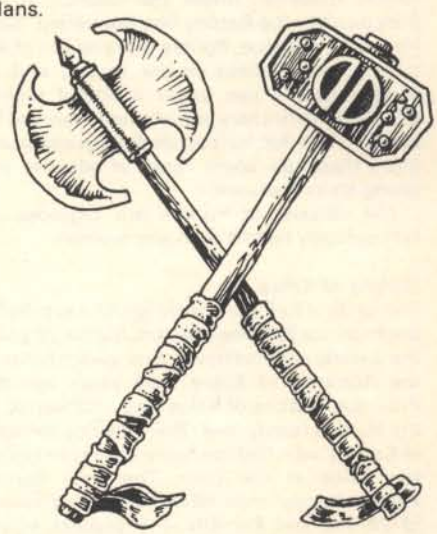
Beyond the frontiers of a particular domain the density of population drops rapidly, and the forest and mountain regions have few human inhabitants away from the few independent towns and the trade routes. Although referred to as 'mountains' by the local inhabitants, they are, in reality, high moors and desolate heather covered peaks. The 'mountains' and hills have poor soil and offer little to attract peasants to work the land. The peaks and the forested areas are the homes to numerous small clans of humanoids. The clans are usually small, (50 individuals at most), but in the Sarpath Peaks and the wilderlands to the north of the Grey Hills tribes of several hundred goblins, hobgoblins, gnolls, orcs, kobolds, bugbears and other creatures have been reported. Except for raids during hard winters, these creatures — and the others that live in the lightly inhabited areas — confine their activities to squabbling among themselves and attacking the occasional caravan.

The Domains

County of Bereduth:
Bereduth is a large and relatively poor domain stretching along the upper valley of the Lygol river. Although established 200 years before the Cerwyn, Bereduth was always under pressure from the humanoid ribes from the surrounding peaks. By the time the County had suppressed these in a series of bitter campaigns and was strong enough to expand towards the sea Cerwyn was in the way, its armies paid for by Osport silver.

The ruling house of Bereduth — the d'Erebia family — have managed, by cunning diplomacy and several dynastic marriages, to ally themselves to the House Micreta. The current Count, Nortus (the brother of Sir Ewan d'Erebia, the Marshall of Cerwyn) has plans to marry his eldest son, Tyan (F7, hp 32/39), to Countess Flavia Micreta, despite the fact that the two are cousins, and Hellis II, Baron of Kalos also wants to marry the girl. Children of such a marriage would be heirs to the titles of Bereduth and Cerwyn.

Bereduth has a small population for its size, made up mainly of cattle farmers — in total no more than 40,000. The d'Erebia family's military forces are small, proficient and wholly occupied with the suppression of humanoid clans.



Principality & Kingdom of Korrath:
At much the same time as the Barony of Kalos became independent, the Princes of Korrath also declared themselves to be sovereign rulers, although nothing could be further from the truth. The Principality of Korrath — in reality little more than the port of Emear and its surrounding fields — is the domain traditionally conferred upon the second born of the monarch of Korrath — but only for the lifetime of the King. On the death of the monarch the first born assumes the title, and the Prince or Princess become the High Lord of Korrath, the new monarch's chief adviser and war leader.

This system has ensured stable government under the same family, the House Vos Ambry, for the last 500 years, as provision is made for the monarch to be well-schooled in the theory of politics and rulership, while the High Lord has the practical experience and cannot cause too much harm while learning the ropes of government.

The two halves of Korrath have different coinage and legal systems (in the Principality the only proof of innocence is Trial by Combat, while in the Kingdom Trial by jury is widely practised), but have a unified feudal army (some 2,500 troops if all are called out) and all taxes go to the Royal Treasury at Corratical.

The current Queen, Riella IV, her brother, High Lord Mirkus and her son, Prince Borutes I, rule a nation of 25,000 people.

Barony of Poritas:
For the last 200 years, the Baron of Poritas has been just one man. Iren Fredeas Poritas was once the High Wizard of Poritas Magnae and Baron of Poritas; now he is only called Iren the Undying. As a result of a poorly-worded **wish** spell, the unfortunate Iren Fredeas is doomed to unending life, although he is now over 264 years old and suffers all the effects of such years, save senility. Even assassination attempts have proved unsuccessful — Iren Fredeas spent an interesting year of his life with poison burning in his veins.

Although Iren Fredeas' physical powers have long since failed, government cannot be legally passed on to another member of the family, as no one is sure what wording the old man used in his spell; all are afraid to depose him in case it results in the devastation of the Barony. Iren Fredeas does nothing to quell these fears, as he needs the comforts of his position to make his endless life bearable. Thus, Iren Fredeas' son, grandson, and great-grandson have grown old and died as Barons-In-Waiting. Other members of the family have realised the futility of their positions within Poritas and have made good marriages.

Were it not for the tragedy of his plight, the governance of such a domain by a body known as 'The Council of the Bedchamber' would be comic. However, under the Council of the Bedchamber the Barony has flourished. Save for the City League, Poritas is the height of art, culture, and politics in the region, and its 35,000 people live under a liberal regime where death is a rare punishment reserved for treason, murder, heresy, theft of goods worth more than 1gp, some cases of adultery and giving short measure.

The citizens of Poritas are regarded as scrupulously honest men and women.

Barony of Kalos:
The lands of Kalos are, technically, a sub-fief of the Province Palatine of Kosre, but for 70 years the Barons of Kalos have never sworn fealty to the Admirals of Kosre. 209 years ago the Province Palatine of Kalos was established by the Huldoa family (see 'The Province Palatine of Kosre'), who had too many sons chasing too few titles at the time. The new Barons Palatinate inter-married with the ruling houses of Poritas and Korrath — a process which made the Huldoas somewhat independent in their outlook. Seventy years ago this independence finally surfaced, and Baron Hellis repudiated the name Huldoa, adopting instead Kalos as the new family name.

Since that time, the Barons of Kalos have enjoyed excellent relations with all the domains in the area, except the Cammarus See (with whom no-one has good relations), and the Kosre, the former overlord of Kalos. The Kalos family have had the good sense to marry into many of the titled families of the region — and into money as well. Many of the younger members of the family are married into guildmaster and merchant families.

The development of the Barony was impeded in the first place by the Admirals of Kosre, who didn't want too powerful a subject state, and then by the need for defence against the revenge of the Admirals of Kosre. Since the break with Kosre, there has not been a single year in which at least a skirmish or a small running battle at sea did not take place between troops from Kalos and Kosrean forces. As a result, the Baron's troops, some 5,000 soldiers and 1000 sailors out of a population of 40,000, are the most practiced and proficient in the region.

The current Baron, Hellis Kalos II, (F11, hp 60/70) is negotiating with the Council of Guardians of Cerwyn for the hand of Countess Flavia, but so far without much success.

The Cammarus See:
367 years ago, the Prophet Naxos had a vision of a Holy Imperium, ruling the world from a city floating on a lake. The prophet's powers of persuasion were such that many flocked to his banners, and the Cammarus See was established as the first part of the Empire-to-be. The faith of truth, justice and absolute obedience to superiors would be spread from this stronghold by the sharpness of its proselytizers' tongues and swords.

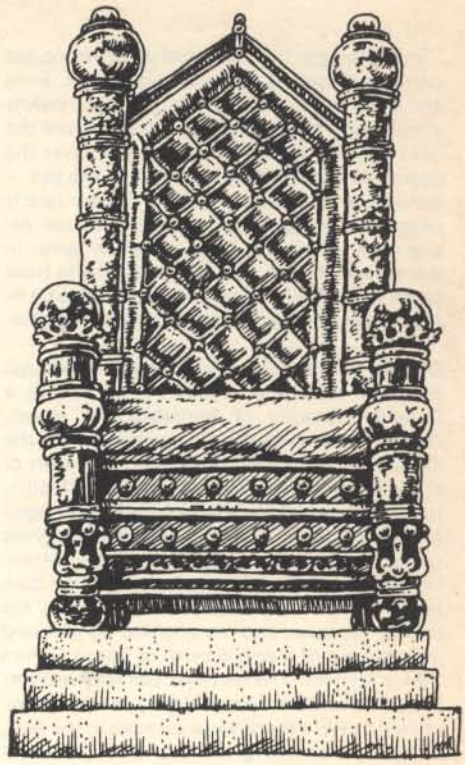
In the intervening years the vision has become more than a little tarnished as the cares and pleasures of the world impinged upon the Hierarchs of the New Order. Strangely, the peasants of the surrounding dominions saw little attraction in exchanging secular masters for a those who claimed direct authority from the gods, and the jihad to convert the world declined in vigour as the See grew richer.

The governance of Cammarus is the responsibility of the Hierarchs, an anonymous body of 27 men referred to only as the High Brothers. Although they claim religious status, the Brothers and their associated state/church bureaucracy, the Holy Order of the New Imperium, have no clerical abilities whatsoever. Within Cammarus this is seen as a sign that the land is filled with sin which must be rooted out.

As a consequence, all foreigners, (especially elves, dwarves, and halflings), those who are a little slow of wit, the ugly or old, people with blond hair or anyone who the officials of Holy Order dislike are denounced as sinners and enemies. The punishment inflicted is usually exile and forfeiture of all goods, but death by stoning or impalement is not uncommon.

Surprisingly, the people of the Cammarus See (some 65,000) accept their lot, as they are unexposed to outside influences 'which would corrupt their souls'. When the See has been threatened by war the entire population — almost regardless of age and sex — has risen in arms to the defence of their land, their lack of military ability at all levels being compensated for by their fanaticism.

Merchants are allowed to land goods only at the port of Stanegard, and to import them by land only to Dolterion. Trade is always by barter, the chief products of the See being cloth and cereals, and supervision by the Phophet's Sons — the military — is strict. Traders are never allowed near the town of Cammarus, although diplomatic missions have been tolerated.



Province Palatine of Kosre:
1,400 years ago, the Empire of Almete fell when the Imperial generals fought for the privilege of occupying the Black Throne. The Empire dissolved into a mass of statelets, endlessly warring amongst themselves, while the barbarous hordes destroyed them one at a time.

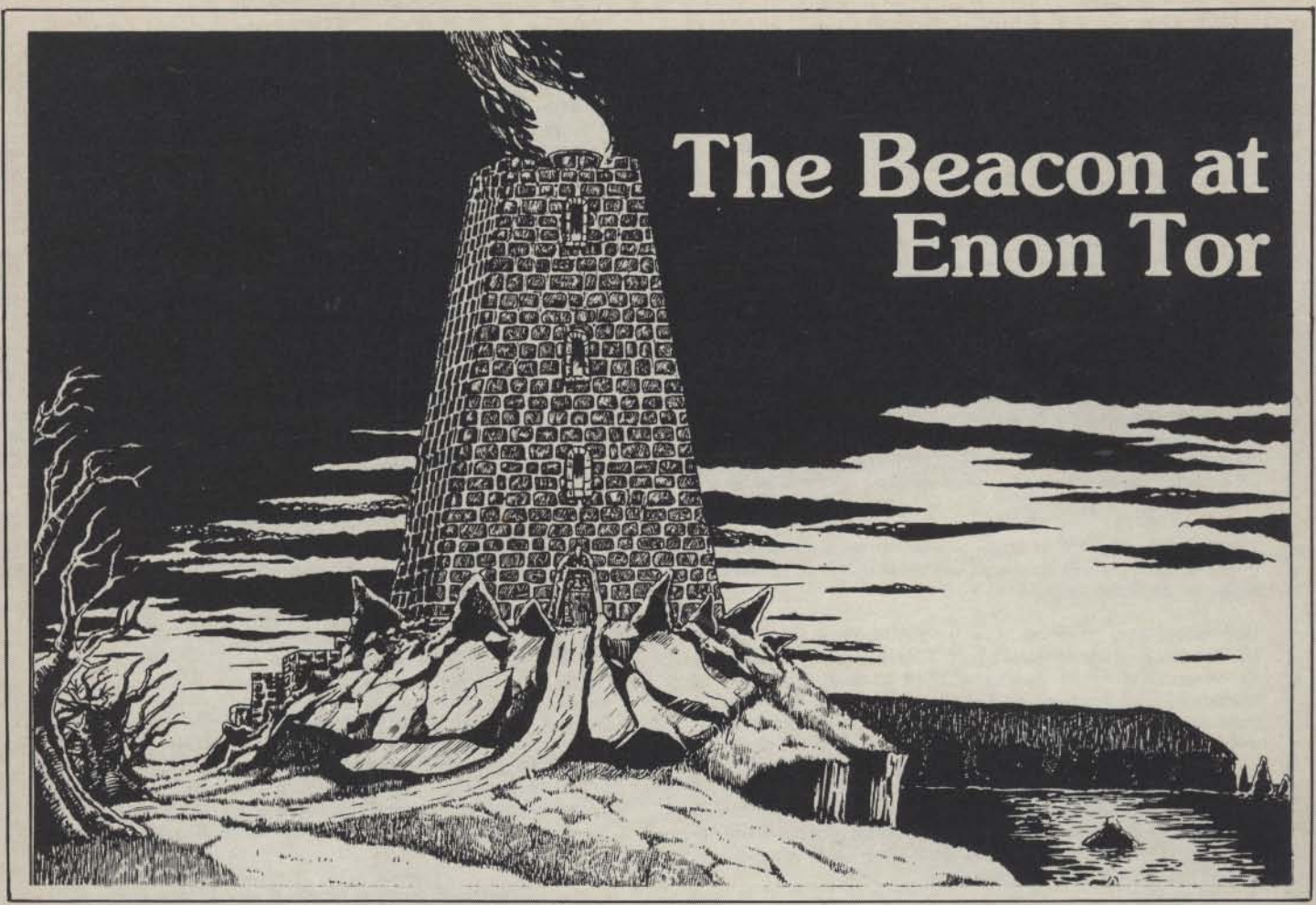
In the last days of the Empire Ynys Kosre and its Imperial naval station were placed under the command of a once-barbarian admiral, Sceris Huldoa. In the years that followed the title of Port Admiral of the Kosre Fleet became hereditary within the Huldoa family, and the Province Palatine was established — the Huldoas claiming to represent the true heirs to Almetian greatness. Unfortunately for the Admirals, in the intervening years other domains have risen — domains which owe nothing to the Imperial legacy, save for Kalos which is a constant insult to the pride of the Huldo family.

Ynys Kosre is still the centre of the Province Palatine, although years of inattention have not been kind to the facilities at the naval yards — but the yards are still the biggest docks in the region outside the City League, and are the basis of Huldoa power. The 'Almetian Fleet' — a group of little more than state pirates — preys upon shipping, extracting 'Imperial tolls' (typically a tithe on a ship's cargo) for the most part and sinking one or two ships a year. The other domains in the region lack the naval power to put a stop to the Fleet's activities, or are content to pay the tolls in exchange for being left alone.

Under the present Admiral, Brekekekex Huldoa, Kosre has poor relations with all the other states in the area. Kosrean merchants, travellers and even their coins are treated with suspicion and contempt. Only in the City League — where the colour of a man's money counts for nothing — are Kosrean coins worth their full value; elsewhere only a skilful bargainer can hope for better than half the value of his coins.

The Province Palatine's overall population is approximately 80,000, of which 2,500 are under arms serving with the Fleet and a further 750 as a border militia.

By the pen of Scrimlos Vacuan, Rotemaster of Heralds, the Court of the Counts of Cerwyn, this day of Midsummer's Eve in the 305th year of the County.



The Beacon at Enon Tor

INTRODUCTORY D&D® MINI-MODULE FOR 4-7 1st LEVEL CHARACTERS

by Mike Brunton with Graeme Morris

This mini-module requires information only found in the **D&D® Basic** game rules, and cannot be played without them.

PART 1: INTRODUCTION

If you plan to play in this adventure, please stop reading here. The information in the rest of this mini-module is for your Dungeon Master (DM) so that he or she may guide you and the other players through the adventure. Players knowing details of the adventure will spoil the game for everyone concerned.

NOTES FOR THE DUNGEON MASTER

The Beacon at Enon Tor is an adventure mini-module consisting of 2 parts, providing notes and reference information for the DM and keys describing the various levels of the beacon.

PART 1 (this section) is an introduction outlining the rules for the adventure and giving the DM background information about the beacon.

PART 2 describes the beacon, its contents and inhabitants.

The Beacon at Enon Tor is a small adventure and is designed to be completed in one session of play (about $2\frac{1}{2}$ - 3 hours). It has been designed for a party of 4-7 player characters. Each character should be of the 1st level of experience at the start of the adventure. The party should have at least one elf or magic-user. A party which contains many different classes will have a better chance of success since the adventure has been designed to present a wide variety of problems for the player-characters to deal with.

Before the players begin the adventure, the DM should read the mini-module thoroughly to become familiar with its details. In the encounter keys, the information inside a 'box' can be read aloud to the players at the appropriate time. The DM must decide when the rest of the information is discovered or whether to keep certain facts secret.

The DM should always give the player characters a reasonable chance of survival. The emphasis is on the word 'reasonable'. Although there should always be a chance that the unlucky or foolhardy character will die, the DM should give the party the benefit of the doubt whenever possible. Everyone should co-operate to make the adventure enjoyable.

There are no wandering monsters in **The Beacon at Enon Tor.** This is deliberate, so that the DM's task is as simple as possible. All the monsters in this module can be found in the Dungeon Masters Rulebook in the 1983 edition of the **Basic D&D** game. For the convenience of the DM, when monsters or non-player characters (NPCs) are described in the text, important information will be listed after the name, in brackets, in the following order:

> Name (Armour Class; Hit Dice or Class/Level; hit points; Movement per round; Number of Attacks per round; Damage per attack; Save as Class and Level; Morale; Alignment; Abilities of NPCs if necessary).

Abbreviations used are:

> Armour Class = **AC**; Classes: Cleric = **C**, Dwarf = **D**, Elf = **E**, Fighter = **F**, Halfling = **H**, Magic-User = **M**, Thief = **T**, Normal Man = **NM**; Level = **1**, **2**, **3** etc; Hit Dice = **HD**; hit points = **hp**, Movement = **MV**; Number of Attacks = **#AT**; Damage = **D**; Save as = **Save**; Morale = **ML**; Alignment = **AL**; Abilities: Strength = **S**, Intelligence = **I**, Wisdom = **W**, Dexterity = **D**, Constitution = **C**, Charisma = **Ch**.

Class/Level is used only for NPCs, while *Hit Dice* is used for all other monsters. Movement is given only for combat rounds. Movement in a game turn is three times the movement given for one round.

Finally, if this is one of the first times you have been a Dungeon Master, do not worry if the game does not flow smoothly at first. There are bound to be problems until you, the DM, and your players know how the game works. Stick with it and your patience will be rewarded by an exciting and enjoyable game for all concerned.

Players' Background

The DM should read the following passage to the players before the adventure:

> About 15 years ago Karthedon the wizard arrived at the seaport of Borth. He claimed that Borth was located at an ideal site to carry out magical research, and announced his intention to establish a laboratory in the town.
>
> The local Guildmasters, while deeply honoured that Karthedon had chosen their town, were not keen to see such a dangerous place built where they lived. After much negotiation Karthedon and the Guildmasters arranged a compromise: Karthedon would be allowed to carry out his researches locally in a tower which the Guilds would build at Enon Tor. In return he would operate a navigation beacon at the tower and be on call to help defend the town should his help ever be needed.
>
> The tower was built, Karthedon moved in, and the arrangements worked well. Fewer ships were lost in the dangerous shoals and the town prospered.
>
> One week ago, however, the whole of Enon Tor was surrounded by a strange shimmering light and that evening the beacon was not lit. The foghorn in the tower, which had started to sound when the fog descended that morning, continued to blow for the next two days then was suddenly silenced and has not been heard since.
>
> Trading activity has been light recently, but the Guildmasters are anxious to find out what has gone wrong before any ships run aground. As a result they have approached your party and offered you 100 gold pieces each to go to Enon Tor and find out why the beacon is no longer working.

Dungeon Master's Background

The tale above is completely true.

Karthedon has suffered the effects of a magical spell backfiring on him during an experiment in his workroom (room 11). The spell was a **feeblemind**. Karthedon, a Wizard, is now reduced to a drooling idiot, incapable even of feeding himself, and certainly not capable of spell-casting.

Being a powerful magic user, Karthedon had created a number of zombies to carry out all physical labour required. These undead are still functional but, with the exception of the one operating the foghorn (area 9), are not carrying out any orders other than a general one to defend Karthedon and the beacon.

Two days after Karthedon had his accident, a small band of orc marauders led by a bugbear stumbled across the beacon during a raiding expedition. Realising that it was an easy target they moved in and occupied it.

As the party of adventurers arrive at Enon Tor, the situation is that Karthedon is still in his workroom surrounded by his zombie servitors. He is now in a very poor condition, having had nothing to eat for a week. The orcs and the bugbear are established in the major part of the beacon. Following an unsuccessful attempt to destroy the zombies in the barracks (room 4) they have not yet summoned the courage to attack the others in the cellar (room 10). As a result, the cellar level where Karthedon's laboratory area is located, is virtually undamaged. The orcs and the bugbear do not know of Karthedon's condition, or even of his existence, because they have not explored the lower level.

PART 2: THE BEACON AT ENON TOR

The beacon is on a wooded headland about 2 miles to the west of the town of Borth. It stands above a 100-foot-high cliff and overlooks dangerous shoal waters. One of the townsmen will take the party to the track that leads to the beacon and tell them in which direction to head. The adventure begins as the party leave the woods which surround Enon Tor on the landward side. At this point the DM should read out the following to the players:

> After walking along the track for a little over 2 miles you are just leaving the cover of the woods. The track continues, leading in the direction of a stone-built tower that has now come into view. You can see that the building is more than just a tower, because there is some sort of stone construction built into the rock below. For the first time since leaving Borth, you can smell the sea.
>
> There are two entrances in plain view. One is in the tower itself, the other is in the stone building.
>
> As far as you can see there is no-one about.

From now on, the players should start making decisions about their characters' actions, based on what information they are given by the DM and their character abilities. The DM should decide how much, and when, information is given to the players.

The entrance doors into the beacon are wooden with iron reinforcements. The doors are locked, and the keys are in the locks on the inside. The locks can be picked by a thief. Both doors can be easily opened once unlocked.

1. Living Room

> This room appears to be the beaconkeeper's living quarters. A large oak table stands in the middle of the room, surrounded by four upholstered chairs. Pens, parchment, plates (several of them broken), spoons, knives and other oddments are scattered about the floor and across the tabletop. Tapestries used to hang on all four walls, but these are now ripped and despoiled.
>
> In the northeast corner, by the fireplace, is a long bench. Seated on the bench are two ugly human-like creatures, half animal, half man.

The human-like creatures are **orcs** (AC 6; HD 1; hp 4, 4; MV 40'; #AT 1; D 1-6; Save F1; ML 8; AL C). They are members of the raiding party led by the bugbear.

When the adventurers enter the room, the two orcs will be arguing loudly, and are not taking any notice of anything else that is going on. If the party enters through the outside door, the DM should remember to ask if they are closing the door behind themselves. If they are not, and it is during the day, the DM should subtract one from the orcs' 'to hit' rolls. Orcs are nocturnal creatures, detest sunlight and suffer a combat penalty in daylight.

The orcs have 15gp and 4 glass 'gems', and 7gp and 7 glass 'gems' respectively as their personal treasure. The 'gems' are worthless. In the corner where the orcs were arguing is a Nine Men's Morris set, with ivory and jet pieces and an inlaid rosewood board. The entire set is worth 100gp.

A maximum of 142 experience points (xp) may be gained in this room (10xp for overcoming each of the two orcs, 22xp for the 22gp and 100xp for the value of the Nine Men's Morris set, but only if it is sold).

2. Kitchen

> This room is a kitchen. In the northwest corner there is a cooking range with three pots on it. In the northeast corner stands a chopping table with a meat cleaver embedded in it. On the south wall hang a set of shelves. On the shelves there are cooking utensils, herbs and spices and a toast rack.
>
> Below the shelves there is a table with a wooden bucket standing on it.

The three pots on the range contain some stew. The bucket on the table is half full of water. If a character takes the meat cleaver as a weapon, treat it as a normal hand axe.

This room contains nothing of great value.

3. Bedroom

> Sitting on a bed is a large, grey, hairy humanoid. Standing next to a chair is an ugly human-like creature.
>
> This room, lit by large candles, also contains a second chair, a table and a large open chest. Clothing is scattered round the room and several flasks lie on the floor.

The large humanoid is a **bugbear** (AC 5; HD 3+1; hp 16; MV 30'; #AT 1; D 2-8; Save F3; ML 9; AL C) and the ugly human-like creature is an orc (AC 6; HD 1; hp 6; MV 40'; #AT 1; D 1-6; Save F1; ML 8; AL C).

The orc is carrying 9gp. The bugbear does not have any money; hidden in its left boot is a key to a small iron box hidden under the bed. Inside the box are a silver dagger (worth 30gp), 57gp, 26sp, 10cp, a scroll with the clerical spells **cure light wounds** and **protection from evil** on it, and a leather bag containing 50 glass 'gems' (worthless). If the box is smashed open, the clerical scroll will be ruined and the 'gems' shattered.

The open chest contains only clothes. All the flasks are empty.

Experience points for overcoming the bugbear are 50xp and for the orc 10xp. Experience points for non-monetary treasure should be awarded only if the items are sold.

4. Zombie Quarters

> This room contains 10 boxes, each about 7 feet long and 2 feet broad and deep. Four are leaning against the north wall, the rest lie flat upon the floor. One of the boxes against the north wall is open and contains the remains of a man. On the floor of the room lie two ugly, human-like bodies.

Each of these boxes is a coffin/storebox for one of Karthedon's zombies. Only two of the boxes are occupied by functional zombies (AC 8; HD 2; hp 9, 8; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL C), who will not attack unless their boxes are opened. The occupied boxes are leaning against the north wall.

The human body in the open box was a zombie, and the other corpses were orcs. The orcs have 7gp and 3gp respectively. Overcoming the zombies is worth 40xp (20xp each).

5. Storeroom

> This room contains a dozen barrels. Several sacks are stacked on a low table. A large smoked ham hangs from a hook in the ceiling.

This is the beacon's food store. The various barrels contain ale, wine, salted meats (both pork and beef), apples, vegetables and salt. The sacks contain grain and flour.

Two giant rats (AC 7; HD ½; hp 3,2; MV 40'; #AT 1; D 1-3 + disease; Save F1; ML 8; AL C) have moved into the storerooms and have taken up residence in the grain sacks. They will only attack if the grain sacks are disturbed in some way. Anyone bitten by a giant rat has a 1 in 20 chance of being infected by disease (to be checked each time the victim is bitten). The victim may avoid the disease by making a saving throw vs. Poison, otherwise s/he will die in 1-6 days or be bedridden for one month. The DM should roll 1d4, the disease being deadly only on a 1.

Overcoming the rats is worth 10xp. In their lair are 2gp and a worthless glass 'gem'. There is nothing else of value in the storeroom.

6. Main Beacon Storage Chamber

This room contains 9 large barrels of oil. Scattered about the room are: 2 coils of rope, a hammer, two dozen torches, a lantern, a saw, an axe, a dozen iron spikes, several pieces of timber, four pulley blocks, a bucket full of nails, a bucket full of tar, three hooks, ten empty sacks, a length of sailcloth, a set of blacksmith's bellows and a broken cartwheel. Against the eastern wall is a pile of faggots.

7. Beacon Garret

> As you enter this room you see two creatures detach themselves from the ceiling and flutter towards you. As the air fills with high-pitched squeaks you notice that an outside door in the south wall stands ajar.

The monsters are **giant bats** (AC 6; HD 2; hp 8, 7; MV 60' (flying); #AT 1; D 1—4; Save F1; ML 8; AL N).

The garret contains the equipment and stores used at short notice to operate the beacon. Four sacks of kindling and a stack of ten faggots lie on the floor in the middle of the room. In the northwest corner of the room is a large iron basket. On a hook by the stairs hangs a coil of rope. On a shelf by the door is a telescope (worth 100gp) in a leather case, and an iron box without a lock which contains some tinder, flint and steel.

Everything is slightly damp because the door has been open for a week.

Overcoming the bats is worth 40xp (20xp each).

8. Walkway

> This walkway has a 4-foot-high crenellated stone wall running round it.In the northeast corner of the walkway an iron ladder, leading up to the beacon itself, is set into the stonework of the tower. The ladder is covered in rust, except for patches in the middle of the rungs where bare metal shines through.

The ladder is entirely safe, and there is nothing else of interest on the walkway.

9. The Beacon

> This is the top of the tower. A 3-foot-high crenellated wall surrounds the roof. In the centre stands a 15-foot-high iron tripod supporting a large iron basket. In the basket, and around the tripod, are large quantities of ash. In the southeast corner is an iron construction which is obviously some type of lifting equipment.
>
> In the northwest corner a human figure can be seen working a set of blacksmith's bellows apparently connected to a foghorn. No sound, other than that of rushing air, is emerging.

The figure is a **zombie** (AC 8; HD 2; hp 6; MV 40'; #AT 1; D 1—8; Save F1; ML 12; AL C). The zombie's last orders from Karthedon were to sound the foghorn. When the bugbear and the orcs arrived they cut the pipe between the bellows and the foghorn, but left the zombie working the bellows. The zombie will not attack unless the party attempts to stop it carrying out its appointed task.

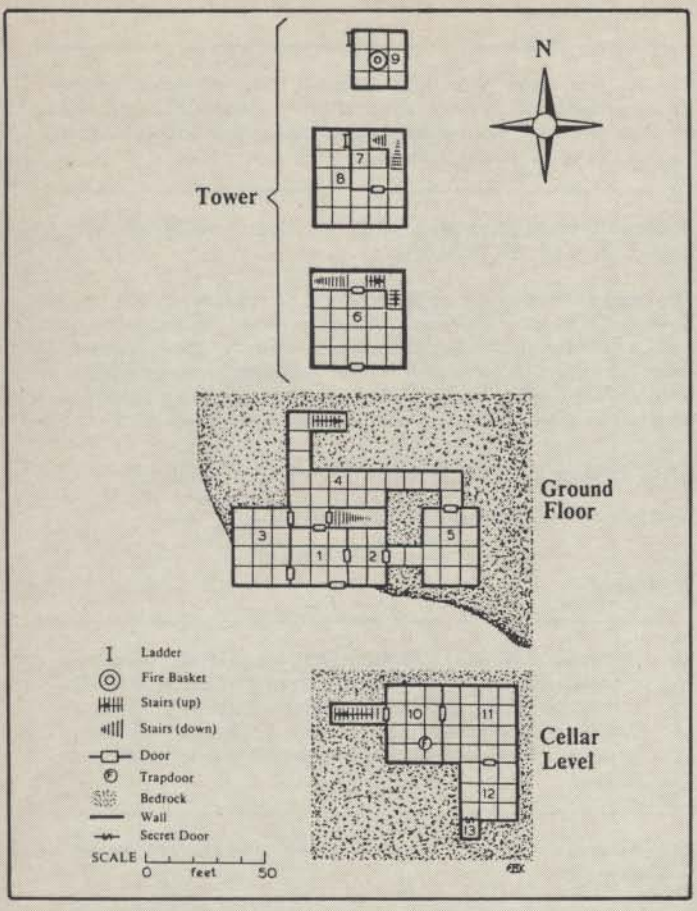
Overcoming the zombie is worth 20xp.

10. Cellar

> This is a storage cellar. All around the walls are shelves with wooden boxes on them. In the south west corner is a trapdoor in the floor. Standing in the room are four pale, corpse-like men.

The four are **zombies** (AC 8; HD 2; hp 8, 6, 4, 2; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL C), part of Karthedon's retinue. They will attack anyone who enters the room.

The boxes contain Karthedon's experimental materials. Only one of the boxes does not have a label and it is locked. The key is on a chain round Karthedon's neck (in room 11). The labelled boxes do not have locks and contain exactly what their labels (written in Common) say: fluorspar, chalk, sulphur, powdered copper, powdered lead, quicksilver (in a stoneware bottle), dried blood, salt, iron filings, seaweed, herbs, snake



legs (empty), vinegar (also in a stoneware bottle), parchment, quill pens, ink (in the form of blocks to be mixed with water when needed), sealing wax, stirge feathers, medusa bones, stuffed voles, glassware, bats' ears, crypt dust, and dried roots.

The locked box can be opened by a thief using the normal percentage chance of success for picking locks. It contains three small leather pouches. One contains gold dust (worth 15gp), one powdered silver (worth 3gp) and the last holds 12 small pearls (worth 10gp each).

The trapdoor in the floor is a cover for the beacon's well. The water level is 15 feet below floor level.

Overcoming the zombies is worth 80xp (20xp each).

11. Wizard's Workroom.

> This is obviously a laboratory or workroom. There are two long workbenches in the room, each with a set of four stools. One of the tables is covered in parchment, pens, intricate glassware and two candlesticks with burnt out candles. A body, dressed in long, filthy robes, is slumped over the workbench.
>
> Two pale, corpse-like figures stand guard over the body.
>
> In the southwest corner of the room is a cage with two giant rats in it. Both look half-starved.

The body is in fact **Karthedon** (AC 9; M 10; hp 1(24); MV 0'; #AT 0; D 0; Save M1+2(10); ML 0; AL N; S 9; I 2(18); W 10; C 16; D 14; Ch 12), and he is not yet dead. These statistics represent Karthedon's current condition, hence the ratings for hit points, movement and intelligence. The value in the brackets is the normal one. Karthedon is suffering from a **feeblemind** spell and one week's lack of food and water. Saving rolls for Karthedon are the same as for a 1st level magic-user, with a +2 to the die roll.

The pale figures are **zombies** (AC 8; HD 2; hp 8, 5; MV 40'; #AT 1; D 1-8; Save F1; ML 12; AL C). Their last orders were to defend Karthedon, and they will attack if anyone approaches Karthedon's body.

On a chain round Karthedon's neck are two keys. One is the key to the locked box in the cellar (room 10), the other is the key to the chest in the secret chamber (room 13).

When the **feeblemind** spell backfired on Karthedon he knocked over a vial of acid, which destroyed many of his experimental notes. An elf or a magic user will be able to work out that Karthedon was casting a **feeblemind** spell if he or she studies the notes. He or she will also understand that a **dispel magic** will cure Karthedon. However, a 1st level magic-user or elf is incapable of understanding the underlying structure and symbolism of the **feeblemind** spell itself.

If a **dispel magic** is cast on Karthedon he will suitably reward the party for helping him. From the secret chamber (room 13) he will give the party 1000gp, 10 **arrows +1**, a **mace +1**, a **potion of invisibility** and a scroll of the spells **magic missile**, **charm person**, and **web**.

The cage in the corner of the room holds two **giant rats** (AC 7; HD 1-4 hp; hp 2,3; MV 40'; #AT 1; D 1—3 + disease; Save F1; ML 12; AL N). These are Karthedon's experimental animals, and, because they have not been fed for a week, they will attack anyone who opens the cage.

Overcoming the zombies is worth 40xp (20xp each) and the rats are worth 10xp (5xp each). Killing Karthedon is worth only 5xp in his present state.

There is no treasure in this room.

12. Wizard's Study

> This chamber is a study. All four walls are hung with tapestries depicting the signs of the Zodiac. On the floor is a rug with a pentacle design on it. The furniture consists of a table, a reading stand, a bookcase and an upholstered chair. There are two silver candlesticks on the table.

The twelve tapestries (one for each sign) are worth 300gp as a set; 15gp each. The rug is worth 75gp. The candlesticks are worth 20gp each.

Lying on the table are three rolled parchment sheets. One is a charter from the Guilds of Borth granting Karthedon the right to live in the Beacon. The second is a plan of the Beacon (it does not show room 13). The third is a scroll with the spell **dispel magic** on it.

The DM should feel free to invent some titles for the books in the bookcase and to decide if any of the books are saleable.

13. Secret Chamber

This small chamber contains nothing but a locked chest. The key is on a chain around Karthedon's neck (room 11). If a thief attempts to pick the lock and fails he or she will be stabbed by a spring-loaded needle hidden in the lock. He or she should save vs. Poison or die in 1—4 turns. The poison needle can be found and removed by a thief using the normal percentage chances for these skills before trying to pick the lock.

The chest can also be forced open by characters with a combined strength of 35 or more.

Inside the chest are nine bags of coins (8 of 200gp and 1 of 40gp), a small bag of gems (5 gems worth 10gp each, 2 worth 50gp each and 1 worth 100gp), 10 **arrows +1**, a **mace +1**, a **dagger +1**, a spell scroll of **magic missile**, **charm person** and **web**, a potion of **healing**, a potion of **invisibility**, and a **wand of magic detection** (3 charges).

The DM should note that Karthedon may already have given the party some of this treasure.

CREDITS

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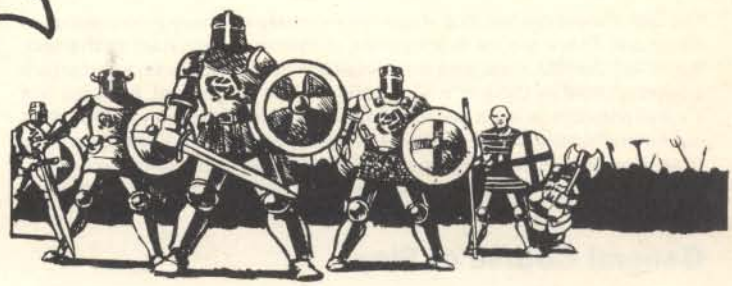
Playtesting: Alan McNamara, Mike Telford and other members of the Kirklees Military Modelling & Gaming Society.

An AD&D™ Mini-scenario for parties of 5-8 adventurers



BLACK ROSES

by Mike Brunton

Introduction

If you wish to play in this scenario, please stop reading here. The information that follows is for the DM alone.

This scenario is intended for use with a party of adventurers which includes cavaliers, the new sub-class of fighter which was described in issue 11 of IMAGINE™ magazine. It is not a typical 'dungeon' style adventure, because the cavalier class is not suited to such play.

Ideally, the party should include three or four cavaliers, a cleric, a magic-user and other specialist non-fighters. However, the scenario will still work if fighters are substituted for cavaliers.

'Black Roses' is designed so that it may be used with parties of varying levels. The section marked **General Course of Play** describes the adventure, but refers to encounters in general terms, eg the raiders. Exact details of the encounters are given at the end of the scenario. The Dungeon Master (DM) should determine the average level of the characters involved in the adventure and use the details listed under the appropriate level.

Where monsters or Non-Player Characters (NPCs) are described, statistics for them are presented in the following format:

Armour Class (AC); Movement Rate (MV);
Hit Dice (HD) or Class/Level; hit points (hp);
Number of Attacks (# AT); Damage caused by attack(s) (D);
any other notes, eg Special Attacks (SA),
Special Defences (SD), character abilities;
Experience Points (xp); Alignment (AL); Size (S);
Source: MM - Monster Manual, FF - FIEND FOLIO™ Tome,
MM2 - Monster Manual II.

The Order of the Black Rose

The Village of Braeme falls within lands granted to the Black Rose, an order dedicated to the Rule of Law, which sees this duty as defending the Empire of Man. As a result of this policy the Order is now spread around the borders of civilization, pushing back the creatures of the wilderness. The Order is organised into five districts or commanderies, each under the control of a Senior Master. Each district is further subdivided into two or three preceptories — monastery-like establishments where 10-20 cavaliers of the Order live and train with their attendant men-at-arms. Attached to each preceptory are clerics, magic-users, rangers etc who perform specialised supportive tasks in times of crisis. Each preceptory is commanded by a Master of the Order. The entire Order is overseen by a Grand Master and a Council of the Senior Masters.

Players' Background

The DM should read the following at the start of the session:

When summoned to meet Master Christopher in the council hall of the preceptory, you lost no time in obeying. A servant of the Order of the Black Rose, you are trained to show unquestioning obedience to the orders of superiors.

In the hall, Master Christopher sits in his chair, fingering his sword hilt. Beside him stands a bedraggled peasant, obviously nervous in these surroundings. Master Christopher acknowledges your bows and begins to speak:

'Greetings, sirs. This man is Alfric, from the village of Braeme — some twenty miles south of here. The village is part of the Order's lands, and the responsibility of this preceptory.'

Master Christopher gestures to the peasant, who begins to speak in a hesistant and hushed voice.

'Masters. My village is in terrible danger. Fell creatures have come out of the south to threaten our women and children. They said that unless we gave them our harvest they would raze the village to the ground. Poor goodwife Judith's cottage was burnt down as a warning. They said that they would return when next the moon was full. Father Jeffrey — he is our priest, my Masters — told the Elders that the Black Rose Knights would help us. I was sent to beg your aid.'

Alfric wrings his hands and begins weeping. Master Christopher leans forwards and then speaks again:

'We have a duty to this man and his village. They have supported us for ten years, and have never asked for help. Now they need defenders, and I have chosen you for the task. Our Order is much-extended, fighting evil in many places, so I can spare no greater force. Your retinues must remain here in case of further attacks.

'I charge you with the defence of Braeme. You must go to the village and protect it from these foul raiders, whatever they may be. Destroy these enemies of Man, and act with the bravery that becomes a member of this Order. You leave within the hour. Your horses will be saddled and waiting.'

And with that Master Christopher dismisses you all.

Dungeon Master's Background

'Black Roses' is concerned with the defence of Braeme against a group of marauding creatures who have emerged from the wastelands of the south, an area beyond human control. The exact nature of these raiders varies, according to the level of the adventuring characters involved.

The DM should realise that this scenario does not have a conventional structure. There are no descriptions of rooms or monsters in the text. Basically, the DM must take the part of a group of marauders and attack a position held by the party. This calls for fine judgement, because it is always possible to wipe out the defenders entirely. However, this does not mean that the DM should give the party as easy time. Ideally, a level of tension should be maintained during the adventure, with successive (and increasingly desperate) attacks being hurled against the village.

General Course of Play

Once the DM has read the Players' Background to the party, the players may select any equipment they wish from the lists in the **Players Handbook** or from the characters' possessions. Only that which could reasonably be carried on horseback with a man-sized creature can be selected. Each character will be given a horse unless he or she already possesses one, but pack or draft animals may not be used.

Once the equipment is selected, the party can set out to the village of Braeme, guided by Alfric. To conserve the horses' stamina, one night will be spent camping on the trail. The DM may feel free to create an encounter for the night, such as an attack by wolves.

Once at Braeme, the adventurers may take what defensive measures they feel are necessary. In general, the type of defensive work that may be undertaken is of a simple nature. The villagers may be employed as a labour force to dig ditches and implant stakes as anti-cavalry measures, 10 villagers being able to dig a ditch six feet wide two feet deep and 30 feet long with implanted stakes in one day. This will stop any cavalry charge.

The adventurers should realise from their prior military experience as cavaliers (ie the DM should give them hints) that they cannot defend the entire perimeter of the village. Primarily the villagers efforts should be directed towards channelling any assault into 'killing grounds' so that the number of attackers is no longer of great importance.

After 5-8 days the first signs of the raiders will be seen. Two of the raiders, mounted upon whatever type of riding beasts are listed below, will emerge from the forest to the east and approach the village along the track. As soon as the raiders spot any member of the party they will stop, and make off towards the forest. If they escape the raiders will be warned of the presence of the adventurers.

If the raiders are captured, they will give little useful information — general composition of the raiders' group — and vague reasons for attacking human settlements — food, fun, drive away human scum etc.

Regardless of whether the raiders are captured, killed or escape, the main body of raiders will arrive at dawn two days later.

The Villagers

The villagers of Braeme are, with two exceptions, simple non-adventuring folk — poor farmers, but proud of their links with the land.

In the description of the village the inhabitants of each cottage or hovel are not detailed. They are presented as a group for the convenience of DMs whose players use the villagers as aid in the defence of the village.

There are 101 villagers (AC 10; MV 9"; Level 0; hp as below;# AT 1; D by weapon type; AL LN/LG/NG/N) who are capable of taking part in combat. Normally none of the villagers are ever armed, but they have access to various farming implements (D 2-7), axes (D 1-6), knives (the equivalent of daggers, D 1-4), hunting bows (short bows), spears (D 1-6, but the villagers lack the experience necessary to set a spear to receive a charge) and hammers (D 2-5).

The villagers can be split into the following groups:

30 labouring males, 4hp each — only this group has access to hunting bows or spears and can use them effectively;
35 labouring females, 4hp each;
15 active males, 3hp each;
12 active females, 3hp each, -1 combat ability;
4 sedentary males, 1hp each, -2 combat ability — these particular villagers are the Braeme Council of Elders;
5 sedentary females, 1hp each, -3 combat ability.

None of the villagers has had military training, or is particularly brave. Unless they are driven to combat, they will flee 75% of the time. This percentage chance drops by 5% for each member of the party who is within 20 feet, and each time the village is attacked. The DM should check this every turn.

The DM should see the section on 'Typical Inhabitants' on p88 of the **Dungeon Masters Guide** for further details.

There are also 46 children (AC 10; MV 9"; hp 1 each) in the village, but they will take no part in combat whatsoever. However, the party may assign duties involved in the defence to them.

None of the villagers is wealthy. At most the adults will have 1-6cp each, and the children may (30% chance) have a copper piece each.

There are two other inhabitants of the village. The first of these is the village priest, assigned to this out-of-the-way place for holding unconventional views. He is Father Jeffrey (AC 3; MV 9"; C 3; hp 17; # AT 1; D by weapon type; SA +1 to damage; SD spell use, **command, cure light wounds, light, cause fear, hold person, silence 15' radius**; S 16, I 12, W 15, D 9, C 12, Ch 11; AL NG) who wears banded mail and shield in combat and wields a footman's flail. Normally, his spells are those used in ministering to the villagers.

Father Jeffrey is nearly as poor as the villagers (he has 3-18sp). His only valuable possessions are his vestments, which are worth 120gp.

The other exceptional inhabitant of the village is Benbow (AC 3; MV 9"; F 2; hp 20;# AT 1; D by weapon type; SA +1 hit probability, +1 to damage; S 17, I 12, W 9, D 12, C 17, Ch 10; AL N), a dwarf. Benbow was exiled from his people because of alleged cowardice and chose to hide in Braeme rather than adventure in the larger world. Whenever he is called upon to enter combat, there is a 30% chance that Benbow's nerve will break and he will be unable to fight. In combat Benbow wears plate mail and wields a battle axe. He also possesses a pair of matched heavy crossbows with inlaid mother-of-pearl stocks (worth 150gp each), and three **crossbow bolts +1**. In the pouch at his belt are 15gp, 12sp, 4cp and three dead flies, carefully wrapped in a small piece of silk, which Benbow claims to have caught at the same time.

The Village of Braeme

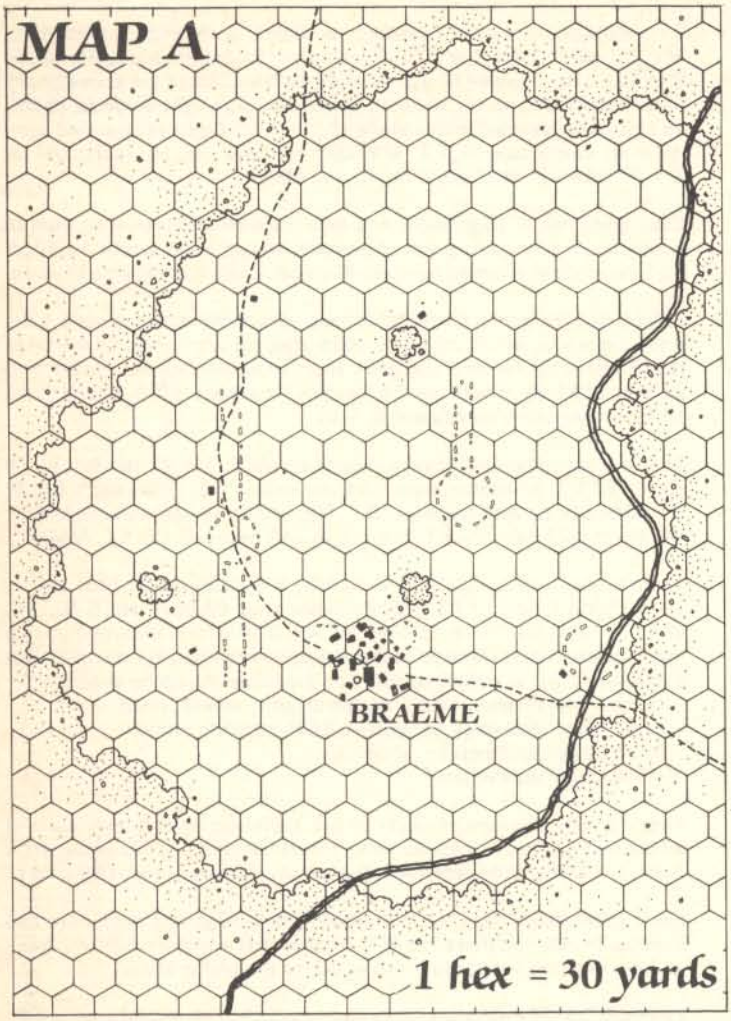
Braeme is located in a fertile vale, which has only come under human rule within the last thirty years. Although Braeme has a frontier postion, and its fields and pastures are bordered by deep forest, the village has no recent experience of violence from the creatures of the wilderness. Only the oldest villagers have any recollection of the creatures that lurk to the south causing trouble.

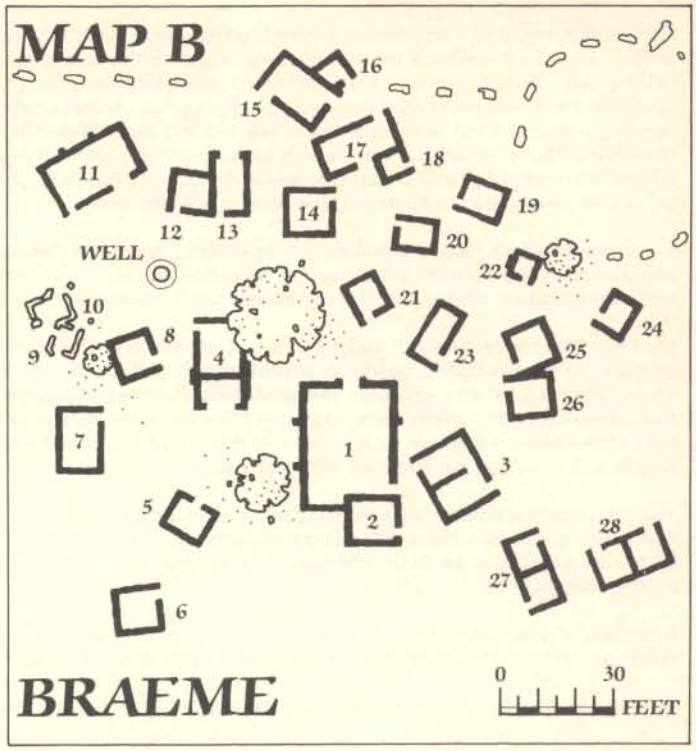
Braeme is an unremarkable place, although it is ringed by the remains of stone circles and avenues, built thousands of years ago. Most have fallen down, been broken or used for building. The partial circle in one corner of the village is the most prominent of these remains.

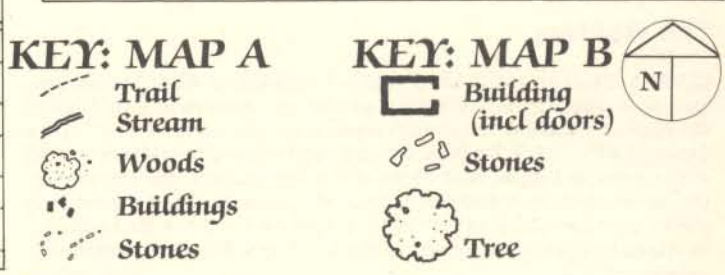
The village is so small that it does not have an inn or tavern. Visitors — a rare occurrence — are entertained at the Priest's House (building 3), or housed in the Temple (building 1). The small cottages and hovels of the village are rude dwellings, constructed, for the most part, of wattle and daub, with one or two stones from the surrounding circles.

The finest buildings are the Temple, the Priest's House and the Smithy (building 4). All three are built of stone, with timber roofs.

No more than a simple hall, the Temple serves as a place of worship, hostelry, council hall and pound for stray animals, furnished with simple wooden benches and brackets for torches. It also has a 40' high tower (2), which was originally intended to take a bell until the Elders decided that it was too expensive. The tower gives an excellent view of the surrounding countryside — and a good field of fire.







The Temple deity should be appropriate to the campaign background.

The Priest's House, where the adventurers will be housed during their stay, is a two room building. It is warm, clean and comfortable, but poorly furnished. Father Jeffrey also uses his house for the important business of storing the village's supply of salt (used for preserving meat during winter). The Smithy is also a two room building. The larger of the two rooms is the forge itself, and the back room is the living quarters for the blacksmith and his family.

Each cottage in the village, regardless of size, looks much like any other, a home to 3-6 adult villagers and 1-3 children (to a total of 101 adults and 46 children). If the players ask for a description the DM should make one up, emphasizing the overcrowded, cramped conditions, the squalor and the damp. Life as a peasant is not easy.

Buildings 9 and 10 no longer exist as complete structures, only heaps of ash and blackened stones. They have been burnt to the ground by the raiders as a warning. The former occupants have been rehoused.

Buildings 11, 13, 15 and 17 are barns. At present they are all but empty, awaiting the fruits of the harvest. These four buildings are the winter food store for the village, and the seed store for the following spring's plantings. The barns and other buildings dotted throughout the surrounding fields and pastures are fodder-stores and winter shelters for cattle and sheep.

Building 22 is the village smoke-house, used during the autumn months for curing meat.

Buildings 27 and 28 are double cottages, constructed entirely of stones from the circles around the village. Father Jeffrey and Benbow built these cottages, with help from the villagers, and intend to rebuild Braeme to the same standard.

The pastures around Braeme are good quality farming land, quite flat and well drained — and entirely suitable for mounted operations.

The DM may give players photocopies of the maps of the area around Braeme (Map A) and the village itself (Map B). IMAGINE™ magazine grants permission to photocopy these maps for personal use.

The Raiders' Strategy

The main body of the raiders will appear from the forest to the north of Braeme at dawn, on the village side of the stream. They will advance in open order across the fields. Once they realise that the village is defended, or if the scouts escaped, a spokesman (listed in the relevant section below) will come forward from the main group, bearing a flag of parley. Once within hailing distance of the village he will shout (in Common) the following:

> 'So, these ungrateful peasants have got help. We should not have been so lenient last time! See, you leave a man a little something because you feel sorry for him and this is how he thanks you.
>
> 'If you surrender now we will let you go with your lives; otherwise you will die. Are these lowly filth worth your lives?'

If the adventurers surrender at this point the raiders will strip them of all their equipment, and escort them to a point some distance from the village, where their equipment will be returned — minus the odd item of jewelry. They will be warned never to return. Were they to do so, they would find their enemies embarking on their first attack.

If they do not surrender the spokesman will begin again:

> 'Now we will kill you all and trample your hovels into the dirt. Your fields will be burnt, your cattle killed. The dust will blow over your unmarked graves.'

After shouting this the spokesman will withdraw to the main body of the raiders, and the first attack will commence.

The first attack will be little more than a test. The raiders will charge forward as a group, in an attempt to reach the village. However, once two casualties have been sustained the raiders will withdraw to the treeline. If followed they will greet their pursuers with a hail of missiles.

The second attack will be more organised, taking place several hours later. The 'cavalry' will ride forward to draw fire, then the bow-armed raiders will concentrate upon any similarly armed defenders. The 'footsoldiers' will be in reserve, carrying burning brands, until a suitable opening presents itself. If an opening is spotted and the 'footsoldiers' reach the village they will burn any hovels within reach. Once the village is fired the remaining raiders ('cavalry' and archers) will move in for the kill. If 25% casualties are sustained the raiders will withdraw.

If the second attack fails, the raiders will again fall back to the treeline and deal with any pursuit in the manner described above. The raiders will then withdraw deeper into the forest until the following day.

Next morning the raiders will adopt a policy of sniping at anybody who appears, in an attempt to goad the adventurers out of the village to where they can be attacked with overwhelming numbers. Assuming that all the cattle and sheep were taken into the village, the raiders will keep to this pattern of attack for two days. At the end of this period their rations will have run out and they will attack again.

This final attack will be an 'all or nothing' affair, with little sophistication. The entire group of raiders will charge towards the village. They will ignore all casualties in their attempts to slay the adventurers and capture Braeme and its food.

If the flow of play makes it practicable the DM may care to have the last raider ask 'Why did you do it, men like you, fighting for scum like these?'

Once the last of the raiders is dead the adventure is effectively ended.

The Raiders

LEVEL 1: 24 xvarts (AC 7; MV 6"; HD 1-1; hp 4 each; # AT 1; D by weapon type; xp 9 each; AL CE; S S; FF) armed with shortswords (D 1-6). Eight of the xvarts are 'cavalry', mounted on giant rats (AC 7; MV 12"; HD $^1/_2$; hp 2 each; # AT 1; D 1-3; SA Disease; xp 9 each; AL N; S S; MM) and armed with spears (D 1-6) as well. Eight of the 'footsoldiers' are armed with shortbows (D 1-6) in addition to their shortswords. They are led by a xvart magic user (AC 7; MV 6"; HD 1-1; hp 6; # AT 1; D 1-4; SA spell use, **magic missile, shocking grasp**; xp 32; AL CE; S S; FF) who is armed with a dagger (D 1-4).

The xvarts are accompanied by Selkin, a wererat (AC 6; MV 12"; HD 3+1; hp 14; # AT 1; D by weapon type; SA surprise on 1-4; SD silver or +1 weapons to hit; xp 206; AL LE; S M; MM) in human form, armed with a longsword (D 1-8). Selkin will do all the talking for the group, and is in apparent command. He will only reveal his true nature if forced to do so in order to flee or survive.

The xvarts have 2-8gp each, the magic user has an inlaid dagger (worth 50gp) and two doses of a **potion of human control**. Selkin's longsword is of high quality (worth 125gp)

LEVEL 2-3: 20 gnolls (AC 5; MV 9"; HD 2; hp 9 each; # AT 1; D by weapon; xp 46 each; AL CE; S L; MM), armed with battle axes (D 1-8).

Six of the gnolls are mounted upon minimal elephants (AC 8; MV 12"; HD 2+6; hp 16; # AT 5; D 2-5/2-5/1-4/1-3/1-3; xp 173; AL N; S special; MM2). Minimal elephants are similar to normal elephants, but are the result of magical dwarfism — they are half normal height (c 8' tall) and 1/8 normal weight.

Four of the gnolls on foot are armed with heavy crossbows (D 1-8) in addition to their battleaxes.

The whole group is led by Earbiter, the raiders' spokesman, a flind (AC 5; MV 12"; HD 2+3; hp 17; # AT 1; D 1-6 or 1-4; SA disarming; xp 86; AL LE; S M; FF), accompanied by a gnoll shaman (identical to the above gnolls plus except HD 3; hp 10; SA spells, **darkness, cure light wounds, chant**; xp 125), who is armed with a **mace +2** (D 1-6+2). Both are mounted upon medium warhorses (AC 7; MV 18"; HD 2+2; hp 12 each; # AT 3; D 1-6/1-6/1-3; xp 71 each; AL N; S L; MM).

Each gnoll has 4-16gp each, and may (50% chance) have an item of booty, such as a gem, piece of jewelry, weapon etc, worth 20-40gp. Earbiter and the shaman have 40-60gp each, but nothing else of value.

LEVEL 4-6: 15 gnolls (identical to those described above, except 12hp and 52xp each), seven mounted upon medium warhorses (identical to those ridden by the flind and gnoll shaman above). All are armed with scimitars (D 1-8). In addition the 'cavalry' have spears (D 1-6) and those on foot have heavy crossbows (D 1-8).

They are accompanied by seven bugbears (AC 5; MV 9"; HD 3+1; hp 16 each; # AT 1; D by weapon type; SA surprise on a 1-3; 199xp each; AL CE; S L; MM) armed with halberds (D 1-10); and three ogres (AC 5; MV 9"; HD 4+1; hp 24 each; # AT 1; D 1-10; xp 210 each; AL CE; S L; MM).

Their leader and spokesman is Kadric, a human magic user (AC 4; MV 12"; Mu 7; hp 22; # AT 1; D by weapon type; SA spell use; S 10, I 16, W 12, D 13, C 10, Ch 14; 1045xp; AL NE; S M) who is mounted upon a medium warhorse (identical to those described above). He is armed with a **dagger +2** (+3 vs paladins), and has the following spells available:

First Level: **charm person, magic missile, shield, sleep**
Second Level: **darkness 15' radius, ESP, stinking cloud**
Third Level: **hold person, slow**
Fourth Level: **wall of ice**

Kadric's only treasure consists of two travelling spell books, each of which can hold up to 6 spells under third level and 4 spells under sixth level. The DM should determine the exact contents of the spell books.

Each gnoll has 5-20gp, each bugbear has 6-36gp and each ogre has 5-50gp. In addition there is a 60% chance that any individual will have an item of value similar to those listed for the gnolls above.

LEVELS 7-9: 24 gnolls (statistics identical to those listed for Levels 4-6), twelve of whom are mounted upon giant lizards (AC 5; MV 15"; HD 3+1; hp 18 each; # AT 1; D 1-8; SA double damage on a '20'; xp 197 each; AL N; S L; MM) and armed with spears and scimitars. The remainder are on foot, armed with heavy crossbows and battleaxes.

They are accompanied by ten bugbears (identical to those above), five ogres (again, identical to those above) and Kadric, a 7th level human magic user (see above for details).

Their spokesman and leader is Talmyn, a spriggan, (AC 3; MV 9"; HD 4; hp 35; # AT 1; D by weapon type; SA spells, thief abilities; 1350xp; AL CE; S S; MM2), who is armed with a **dagger +1**. He can use the following spell-like powers one at a time, one per round: **affect normal fires, assume giant size, scare** at -2 on saving throws due to ugliness, **shatter**. He also has thief abilities equivalent to an 8th level gnome thief with a dexterity of 18. While giant size (AC 5; MV 15"; HD 8+4; hp 35; # AT 2; D 2-8/2-8; S L) Talmyn cannot use any of his abilities.

He is followed everywhere he goes by his younger brother, Lupa (identical statistics, save for 32hp and 1320xp).

Treasure for the raiders is identical to that given for them at lower levels. Talmyn has a **medallion of ESP** (he doesn't know what it is) and a belt of gold links (worth 500gp). Lupa has never been allowed to keep any.

Designer's Notes

By now, you may have realised that this scenario is a bit like a film nearly called 'The Splendid Halfdozen-ish'. You are not mistaken. It's up to you, as DM to decide whether or not the raiders wear big, floppy hats and have Mexican accents. In either case, the film (and the original film **The Seven Samurai**) provides a good guide to the way the adventure should flow. Have fun, and remember, 'only the farmers have won'!

Credits

Design, plagiarism and other things: Mike Brunton
Art: Carl Critchlow
Cartography: Paul Ruiz

The taking of Gandobhair

by Graeme Davis

PART 1: INTRODUCTION

This mini-module has been designed for a group of 4-7 characters of 4th to 6th levels of experience. It requires information only found in the **AD&D**™ game rules, and cannot be played without them.

The inspiration for this scenario comes from the legends of the Celtic people. However, it is not intended to be a reconstruction of any particular story from that mythos, nor is it intended to be an adventure set in any historical context. The scenario has been designed to allow the DM to introduce a Celtic *feel* into play. Therefore it is possible for players to use characters who have not existed in this kind of background before, but who have taken up residence in the lands of Conall mac Éogan.

If you plan to play in this adventure, please stop reading here. The information in the rest of this mini-module is for your Dungeon Master (DM) only.

THE TAKING OF SIANDABHAIR 2

The Taking of Siandabhair is divided into five sections:

Part 1 (this section) is an introduction to the mini-module.

Parts 2-4 are the detailed adventure keys for the three encounters which comprise the adventure — the lairs of the Old Women of the Bay, Lough and Mountains. All the information necessary to run the adventure is provided in a series of area keys.

Part 5 contains details of a new monster — the Mountain Hag.

Four maps are provided. One shows the lay of the land over which the adventure takes place; others relate to the lairs of the Old Women.

Where monsters or NPCs are described in the text statistics for them are presented in brackets in the following order:

Armour Class (AC); Movement Rate (MV); Hit Dice (HD) or Class/Level; hit points (hp); Number of Attacks (# AT); Damage caused by attack(s) (D); any other notes, eg Special Attacks (SA), Special Defences (SD); experience points (xp), Alignment (AL), Size (S).

BACKGROUND NOTES

The DM should read the following passage to the players before the adventure:

You are gathered in the Throne Hall of the castle of Conall mac Éogan, a powerful and respected monarch. As subjects of the King, you have answered his summons with considerable despatch; now you find yourselves standing before the King, his advisers and officers. At the King's side, Cormac mac Culinan, his trusted bard, steps forward, taps his staff upon the floor to silence the throng in the Hall, and speaks in loud, ringing tones.

'Strong is the fortress of Conall mac Éogan,
And strong the arm that rules it.
Proud are the warriors of Conall mac Éogan,
And proud the King who leads them.
Many and glorious are the heroes of his Halls,
And glorious are the boasts that fly before them into battle.

'Three daughters were born to Conall mac Éogan,
And many were the princes and heroes who came to him
Seeking the hand of one in marriage.
The youngest of the three was Siandabhair,
And she was her father's pride.
Her beauty would need another tale to tell of it,
And of the heroes who sought to win her.

'Siandabhair of the three daughters of Conall mac Éogan
Went to make sacrifice on the Isle of the Seabirds,
Conall with all his warriors watched her return from the island.
As it entered the bay to take harbour by the fortress of the king,
The boat stopped in clear water as though it had run aground.
The twelve warriors of her escort redoubled their oar-strokes,
Until the rowlocks smoked and the oars broke in their hands.
But still the boat would not move.
'Then there appeared a great number of blue men from the water all about the boat.

'They were scaly like fishes,
And they capsized the boat,
And the princess and the warriors with it,
And dragged them under the water.

'As all there stood and watched in horror and helplessness,
There appeared from the water of the bay an old woman,
So ugly that no man could bear to look on her,
But all kept their eyes averted.
She hailed Conall, and spoke to him tauntingly:

'Ho, Conall of the many boasts,
Whose eye all women seek,
Whose favour all men seek,
Where now is your glory?
Here's a day's work to add to your boasting!
Your pretty is with me now,
What use are your proud heroes?
What use your petty armies?
Boast of this day's deeds, great King,
Of how you watched your daughter's taking.

'Then she returned to the waters of the bay, laughing as the waves covered her.'

At this point Cormac mac Culinan steps back, and the King rises, his eyes clouded with rage. He looks about him, at his assembled warriors, and through his tears of grief he cries:

'Where are the heroes among you? Where are the warriors? Who will slay me the foul witch and fetch me back my daughter? He who brings me that ugly head shall have its weight in gold, and shall be my champion, and shall have first place after me throughout my domains. How say you?'

A great tumult fills the hall. To each group the King gives specific instructions; saying to some that they are to ride to the north to seek his daughter among the hillmen, to others that they are to search among his enemies to the west. To you he speaks thus:

'Swear this oath to me, to undertake this quest. Each man of you is a hero, and each man of you has done deeds the telling of which would need another of Cormac mac Culinan's stories. To you I give the most dangerous task. Go into the bay, rescue Siandabhair, cut off the old woman's head and bring it back to me.'

You do swear thus, as honour decrees you must. At this point Ollamh Cnochuainne, the King's druid, comes forward, and gives each of you a broth to drink, and tells you that for this day and the day after you will be able to breathe both air and water, like frogs, but that the virtue of the broth will most certainly be gone from you on the third day.

DUNGEON MASTER'S BACKGROUND

Conall mac Éogan's daughter has been kidnapped by a trio of Hags — two Sea Hags and a Mountain Hag. Siandabhair and her retinue were first captured by the Old Woman of the Bay, a Sea Hag. The first part of the adventure is a short expedition by the party to attempt to rescue Siandabhair from her watery prison (Part 2 of this module).

The second part of the adventure (Part 3 of this module) occurs when the party find that Siandabhair has gone — transferred to the lair of the Old Woman of the Lough, a member of the rare freshwater Sea Hag race. Once the party raid her lair they again find that Siandabhair has been snatched from their grasp and sent to the Old Woman of the Mountains — a Mountain Hag (see Part 5 for details of this monster).

The Old Woman of the Mountains is the final encounter (see part 4), and within her lair Siandabhair is being kept prisoner.

The DM should note that the structure of this adventure is non-standard. Some groups of players, on learning that there are three sisters, might not deal with them in the intended order. The Celtic background is such that the monsters should be met and conquered in the order given above, and the players should not normally be told of the existence of the next sister until they have dealt with the current one.

The broth that the party has been given to drink is the equivalent of a much augmented **potion of water breathing**. Its effects will last for 36 +d12 hours (determine separately for each character).

Part 2: The Old Woman of the Bay

Having consumed the potion, the party should be encouraged to set out to the bay, escorted to the water's edge by the King and his followers. Looking across the bay's mouth from the harbour within the fortress, the party can see across to the Isle of Seabirds, a distance of about a mile and a half.

The mouth of the bay is about a mile wide. Halfway across the bay's mouth is the top of a rocky reef, standing about 20 feet below low-tide level, pitted with a number of cave mouths and tunnels. The currents are gentle, and unarmoured men have swum the width of the bay on many occasions.

Conall mac Éogan calls to one of his followers and a rowing boat is dragged across the sand to the water for the party's use.

The Isle of Seabirds

This is little more than a grassy hummock rising barely 25 feet above the high-tide level. The isle is inhabited only by gulls and other seabirds.

The only feature of interest on the isle is the sacrificial site used by Conall mac Éogan's people for generations. This is a single standing stone, set in a ring of a dozen poles topped by human skulls.

Although Conall and his people have a reverential regard for skulls, they are not evil, nor are they head-hunters. They regard the head as the source of knowledge and wisdom.

The DM should make clear to the players that there is nothing of relevance to their quest on the Isle of Seabirds, and encourage them to pursue other lines of enquiry.

The Reef

The reef is the home of the Old Woman of the Bay. Up to now this sea hag has never directly troubled Conall mac Éogan or his people. Having taken Siandabhair prisoner, she has made preparations to defend herself from Conall's expected vengeance.

The Reef's Defenders
There are two methods of approaching the reef available to the party — by boat or by walking across the bottom of the bay, taking advantage of Ollamh Cnochuainne's broth of water breathing. The reactions of the defenders depend entirely upon the route the party chooses.

If the party decides to use the rowing boat that Conall provides to visit the reef, or passes close to the reef while sailing to the Isle of Seabirds, it will be spotted. On top of the reef the Old Woman has stationed a kelpie (see below for the statistics), who is watching for the approach of any surface vessels.

The reef itself is patrolled constantly by two watches of evil mermen (see below for statistics), one patrol to the seaward side and one to the landward. These patrols will spot anyone approaching across the bottom of the bay 75% of the time.

When a boat is sighted, the kelpie (AC 3; MV 9"//12"; HD 5; hp 30; # AT nil; SA **charm**; AL NE; S M; 315xp) will alert the watches before returning to the surface to **charm** away as many of the occupants of the boat as she can. Male adventurers should save vs. spells (at -2) or they will willingly leap into the water to reach her side. Female adventurers will not be affected by the spell. When the kelpie realises that her spell is not causing the deaths of those who leap into the water, she will flee rather than get involved in direct combat. The mermen of the nearest patrol will attack the occupants of the boat and anyone in the water. After 5 rounds a further group of mermen will arrive from encounter area 3, having been alerted by the kelpie, and after a further 3 rounds the remaining two watches from within the reef will arrive from encounter area 6. The mermen will seek to force a pitched battle outside the reef, seeking to overcome the party by sheer force of numbers.

If one of the merman patrols spots the party approaching across the bottom of the bay, they will not conduct a full scale assault, but send one of their number to fetch the group from encounter area 3 and harrass the party from a distance. When the reinforcements arrive (after five rounds) all will attack; after a further three rounds the other two watches from within the reef will arrive from encounter area 6 and join the fray. After a further ten rounds the merman patrol from the other side of the reef will arrive and attack the party.

The mermen (AC 7; MV 1"//18"; HD 1+1; hp see below for each group; # AT 1; D by weapon type; AL N; S M) who serve the Old Woman of the Bay are divided into five watches or patrols as follows:

Watch A: hp 6, 6, 5, 5; xp 32, 32, 30, 30.
Watch B: hp 9, 8, 7, 5; xp 38, 36, 34, 30.
Watch C: hp 9, 8, 5, 4; xp 38, 36, 30, 28.
Watch D: hp 8, 7, 6, 3; xp 36, 34, 32, 26.
Watch E: hp 7, 6, 5, 3; xp 34, 32, 30, 26.

The mermen are armed as follows: three members of each group are armed with tridents (D 2-7/3-12), the fourth has an aquatic light crossbow (range 3/6/9, D 1-6/1-6) and a small net. All have daggers (D 1-4/1-3).

Watch A patrols the landward side of the reef, Watch B the seaward side. Watch C will be in encounter area 3, unless alerted by the kelpie or one of the external patrols. Watches D and E will be asleep in encounter area 6 unless the party has been attacked. If the party enters encounter area 3 and attacks Watch C there, Watches D and E will move to encounter area 5 and be met there.

The mermen have orders to take at least one prisoner from any group of intruders. This unfortunate will be returned to Conall, after the Old Woman and the mermen have amused themselves by torturing him or her, bearing a highly uncomplimentary message for the king. Part of the text of the message will be the same as the Old Woman's last words (see encounter area 7).

The Caves in the Reef
The following area descriptions relate to map 2 (the Lair of the Old Woman of the Bay). The cave complex is entirely flooded, and characters are subject to the normal penalties involved in underwater action (see **DMG** pp 55-57).

There is only one obvious entrance into the reef; this is through area 1 at sea bed level (50 feet below the surface). A second, hidden entrance leads into area 4 on the lower level of the reef at the same depth.

Area 1, The Cave Mouth
A few yards in front of the cave mouth on the sea bed is the remains of Siandabhair's ceremonial boat. There is no sign of the girl or her warrior escort.

Around the cave mouth at sea bed level are six closely-packed strands of strangle weed (AC 6; MV nil; HD 3; hp 23, 23, 20, 11, 10, 9; # AT 1; D see below; AL N; S S; xp 104(x2), 95, 68, 65, 62), deliberately placed to ensure that all who enter the reef must do so through the middle of the entrance in plain sight.

The plant grows 6 fronds in a 12 square foot patch, 3 fronds on each side of the cave mouth. Each frond is 7 feet long. Any creature within reach will be attacked, a hit indicating that a frond has entwined its victim. Each frond has a strength of 13 points. A victim compares its strength with the strength of the fronds — a difference in the victim's favour gives its chance of escaping, ie 1 equals 10% etc. A difference in the weed's favour indicates that the victim takes that number of points of crushing damage. When attacking normally a creature that is entwined strikes at -2 on 'to hit' rolls.

In the sand and detritus beneath the strangle weed are 20cp, 77sp, 132gp, 15pp and a **ring of water walking**. The DM should note that any character who puts the ring on will be propelled immediately upwards, and will end up standing on the surface of the water.

Area 2, Entrance Tunnel
The walls of the passage leading from the cave mouth (area 1) to the chamber within (area 3) are riddled with holes about 6 inches in diameter, in which lurks a colony of 15 Weed Eels. These have been trained to attack anyone entering the passage other than a merman.

The bite of a Weed Eel (AC 8; MV 15"; HD 1-1; hp 7(x1), 6(x3), 5(x2), 4(x3), 2(x2), 1(x4); # AT 1; D 1; SA poison; AL N; S S; xp 52(x3), 51(x5), 50(x4), 49(x6), 48(x2), 47(x4), 46(x6)) is lethal. If bitten, the victim must save vs poison or die in 2-8 rounds.

Area 3, Lower Cavern
The top half of this high chamber (35 feet high) leads to area 5 on the upper level. Normally, a patrol of mermen (Watch C) is stationed here, although they may have left the reef to attack the intruders. If the kelpie or one of the external patrols raised the alarm, Watch C will have alerted the rest of the reef before leaving to give battle. If the patrol is first

encountered in this room, the mermen will seek to escape upwards, towards the opening into area 5, which is not visible from the floor of this level, to alert the rest of the mermen in area 6.

There is little of interest to the party in here, the contents being valueless sea-wrack scattered across the floor — ships' timbers, rotted rope-work etc.

Area 4, Small Chamber
This is the lower part of the cave (area 9) where the Old Woman's pet sea lions are housed. The area can be entered from outside the reef along a passage from a hidden entrance. The Old Woman and her sea lions use this route to avoid unnecessary trouble with the Weed Eels in the entrance tunnel (area 2).

Area 5, Upper Cavern
This large chamber opens out from the uppermost part of area 3. If the alarm has been raised by Watch C when attacked in the lower cavern (area 3), the two off-duty watches (D and E) will rush into this chamber from their living quarters (area 6) to meet the intruders, and the Old Woman (from area 7, the Old Woman's room) will appear after 10 rounds with her sea lions (from area 9, the sea lions' den). Otherwise this chamber will be unoccupied.

Area 6, Mermen's Living Quarters
The two off-duty mermen patrols rest here. If the kelpie or one of the external patrols has alerted Watch C in area 3, then Watches D and E will have sallied forth to meet the party outside the reef. If Watch C raised the alarm when attacked by the party in area 3, these two patrols will have proceeded to area 5. Otherwise they will be asleep in this chamber.

At one end a rough corral has been built out of ships' timbers and rope to hold a pair of giant eels (AC 6; MV 9"; HD 5; hp 36, 27; # AT 1; D 3-18; AL N; S M; xp 270, 225) which the mermen are training to help them defend the reef. Against one wall is a stack of weapons; 35 tridents, 20 javelins, 2 light crossbows, and 10 quivers of 20 crossbow bolts in each. Next to the weapons is a ship's chest, slightly rusted but in good condition. It is not locked, and contains the mermen's hoard. Apart from 357sp, 208ep, 300gp, and 57pp the chest also contains a silver brooch with an inlaid design of a dragon's head in blue enamel (worth 250gp), a bronze quadrant with gold filigree work (worth 125gp), a gold statuette of a dolphin with one flipper missing, (worth 80gp) and a jewel-encrusted belt buckle (worth 200gp).

Area 6a, Side Chamber
The small chamber contains the bodies of four of the princess' warrior escort. From the condition of the bodies it would appear that parts of them have been used to feed the eels in the mermen's living quarters.

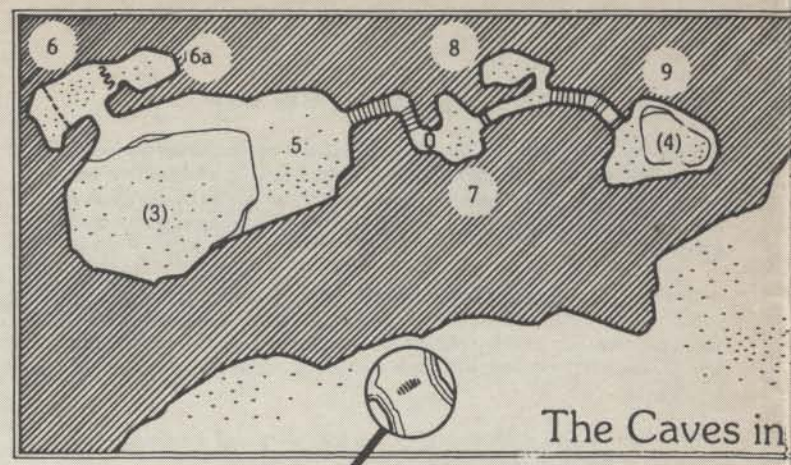
Area 7, Old Woman's Living Quarters
The Old Woman sleeps in this room. She is a Sea Hag, and wears a pair of **bracers of defence**, altering her armour class to 3. She is armed with a magical bodkin in the form of a long brooch-pin. It is the equivalent of a **dagger +2** (+4 vs druids). She also carries a **potion of delusion** in the belief that it is a **potion of healing**.

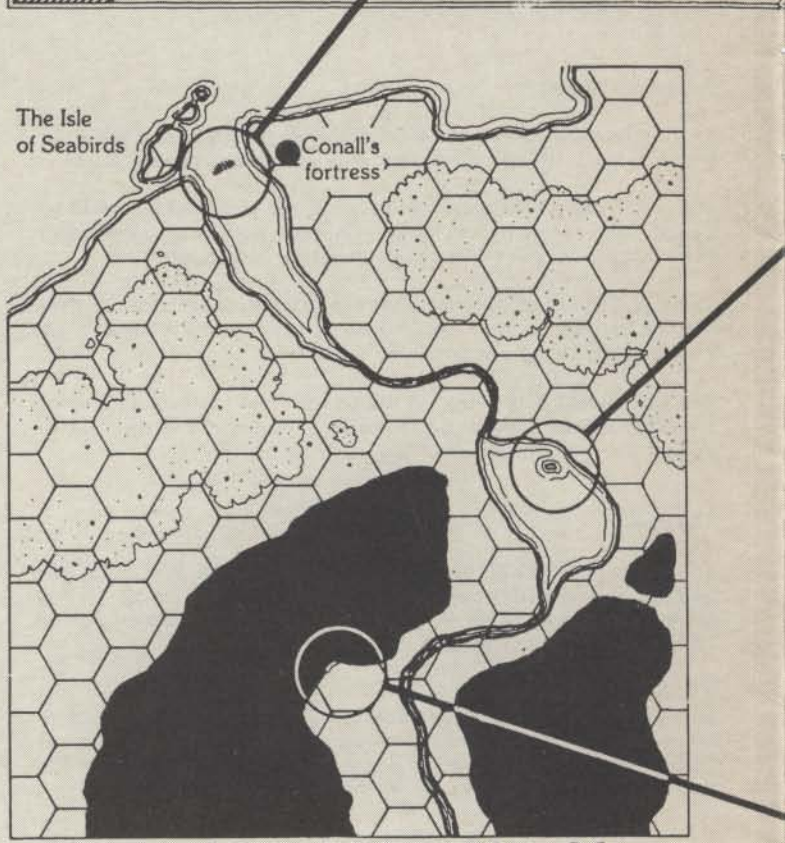
If alerted by the mermen, the Old Woman of the Bay (AC 3; MV 15"; HD 3; hp 20; # AT 1; D by weapon type; SA fright, death look; AL CE; S M; xp 660) may be encountered in area 5 with her pet sea lions. If encountered here she will attempt to retreat rather than fight alone. If trapped she will fight until she has lost 10hp and will then surrender, offering the following information in exchange for her life:

> 'It's a fine and gallant band of heroes you are indeed, to be picking on a poor old woman like myself, but your princess is gone to my sister of the Lough, and it's grown men, not boys, that Conall must send to fetch her back from there.

It is possible that the Old Woman will escape the reef through one of the two exits. However, in a chest in the room there lies a taunting document, bound by strands of Siandabhair's hair. This teasing waxed parchment contains the same information as she would have spoken. Also in the chest is the Old Woman's treasure of a tiara (worth 800gp), an underwater lute (100gp), 59 gold sailors' earrings — 4 anchor-shaped, the rest rings — (worth 5gp each), a brooch in the shape of a stag's head with small rubies for eyes (worth 250gp, the rubies are worth 10gp each) and a non-magical broadsword with gold hilt-work and inlay on the blade (worth 150gp).

The room also contains the mostly eaten remains of two of Siandabhair's warriors.





Taking of Siandabhair Main Map

KEY

North

Scale: 1 mile to the hex

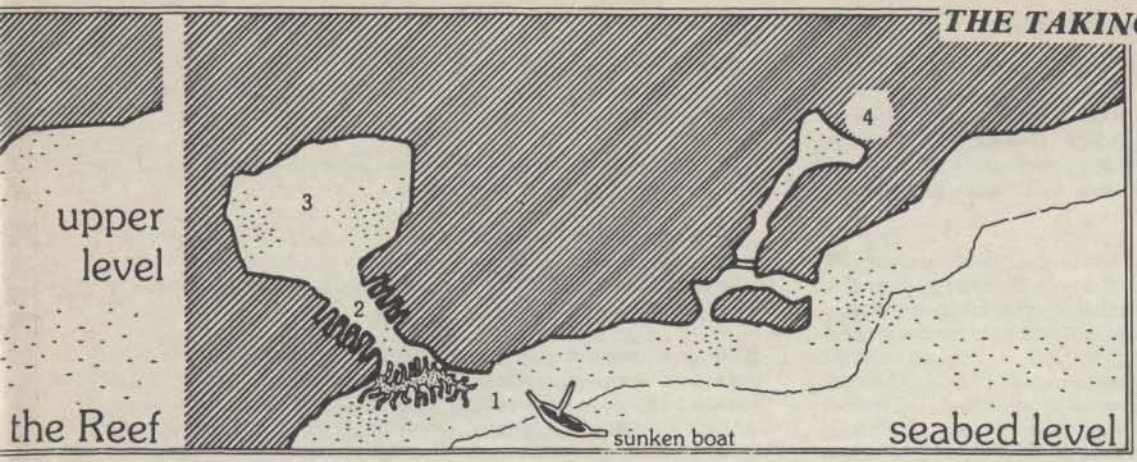
reef
woods
river
hills

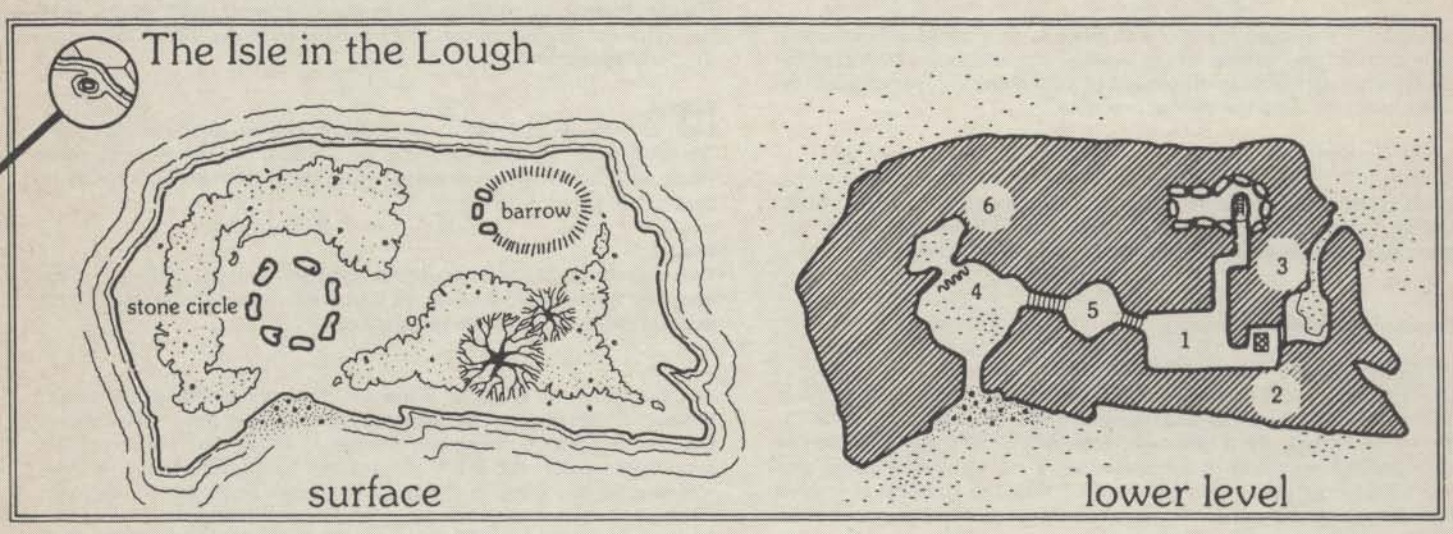
Area 8, The Store Chamber
This small side-chamber is a storeroom, containing the bodies of six of the drowned warriors, together with the arms and armour of the whole escort. Very little of the equipment is still usable after the massacre and exposure to sea water. However, there remains in usable condition a **helm of underwater action**, a **suit of chainmail +1**, a **ring of feather falling** and a **spear +2**.

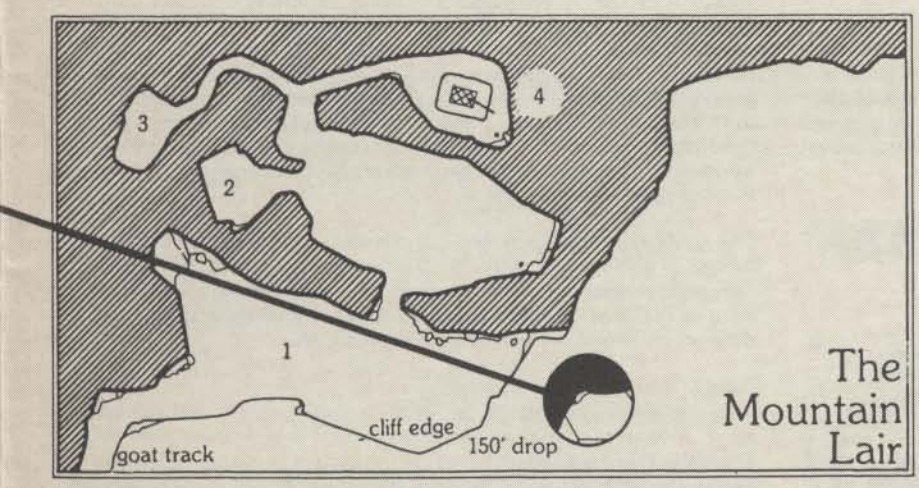
Area 9, The Sea Lions' Den
This chamber is the upper half of area 4 (The Small Chamber) on the lower level. It is used as a pen for the Old Woman's four sea lions. On the cavern floor are the remains of two of Siandabhair's escort. There is nothing of value in here.

The sea lions (AC 5/3; MV 18"; HD 6; hp 31, 26, 24, 22; # AT 3; D 1-6/1-6/2-12; AL N; S L; xp 336, 306, 294, 282) may be encountered with the Old Woman in The Upper Cavern (area 5) if Watch C were able to alert the rest of the reef.

This concludes Part II: The Old Woman of the Bay, and the first section of the adventure.







KEY

North

0 50ft Scale

door

stairs

secret door

weed curtain

cage

holding pen

scrub

pond weed

flooded area

strangleweed

Part 3: The Old Woman of the Lough

The Lough is a place well known throughout the realm. It has been shrouded in mystery since the dawn of time; spoken of in tones of fear for generations. The DM should tell the players that they will have heard many different reports of the place in the past. One thing all the tales have had in common: it is said that hidden in the mists which shroud the centre of the lough is an island. It has rarely been seen, and none who have ventured there have returned to tell of it.

If the party has returned to the fortress, Conall mac Éogan will thank the members for their efforts, and will beg them to continue their quest. He will pay no reward if the party presents him with the head of the Old Woman from the reef, but will promise them the weight of that head, and the head of the Old Woman of the Lough in gold for the safe return of his daughter.

Conall mac Éogan will offer to look after any treasure that the party has gained so far, and will not keep any of it for himself. He can offer little assistance to the party, beyond the provision of horses with which to reach the Lough and a waggon to carry boats to bear them to the island.

The Lough

The journey to the Lough will be uneventful.

The Lough is a dank and dismal place, its dark waters shrouded in mists even on the brightest summer day. It is surrounded by scrub oaks and yellowing grass tussocks, giving an impression of foreboding. Unlike many stretches of freshwater, the Lough is devoid of birdlife, save for crows and other carrion birds.

The Island

The Island in the Lough has several peculiar qualities. It sinks below the waters of the lough from time to time, and there is a 5% chance at any time that the island will be completely submerged. The island takes a long while to sink, and the change will be imperceptible to the party.

If the island is not submerged, the party will be able to see that is is not more than 50 or 60 yards across. The only visible features are a circle of standing stones (some four feet high) 25 feet in diameter, and a

barrow, about 30 feet long, 25 feet wide and 6 feet high.

If the island is submerged, or the party choose to approach underwater for another reason, they will see that there is a cave mouth on the southern side of the island, which never rises above the surface. There is also a secret entrance on the northern side, again permanently underwater.

Lawful and/or Good characters setting foot on the island must save vs. magic (Lawful Good characters save at -2) or be rejected by the island, ie be unable to proceed any further. If such characters are dragged, carried or otherwise forced onto the island, there will be a loud chilling scream and one manes (AC 7; MV 3"; HD 1; hp 5 each; # AT 3; D 1-2/1-2/1-4; SD +1 or better weapons to hit; AL CE; S S; xp 23 each) will appear for each character rejected by the island. The manes will attack the character(s) immediately. When killed, the manes assume gaseous form, giving off a nauseous odour, and will flee into the stone circle, disappearing.

The entry of any object made of iron into the stone circle will cause the door-stone of the barrow to fall open. It can otherwise by forced by characters with a combined strength of 30 or more; only two characters may attempt to force the door at one time.

In the chamber of the barrow, a wooden ladder leads down into the darkness. The ladder is old and fairly rickety, and a throw should be made as thin wood vs. normal blow whenever a weight in excess of 150 pounds is placed on it. The ladder goes down 15 feet into a rock-cut passage leading to area 1, The Old Woman's Living Quarters.

Beneath the Island

Area 1, The Old Woman's Living Quarters

This chamber is the residence of the Old Woman of the Lough. She is one of the rare freshwater Sea Hags (AC 3; MV 15"; HD 3, hp 23; # AT 1; D by weapon type; SA fright, death look; AL CE; S M; xp 669). The Old Woman is armed with a **broadsword +1** (+2 vs. magic using and enchanted creatures — No Special Abilities). The chamber is littered with the remains of those who have been lured to their doom by the Old Woman and her nixies.

If alerted, the Old Woman will have stationed 1-8 nixies here to fight a rearguard action to hold up the party. She will be alerted by (a) fighting in area 4, the nixie's Lair, or (b) the party breaking down, or attempting to break down the barrow door, or (c) the ladder breaking and one of the party falling. She will lead the remainder out of one of the cavemouths in area 4, up to the surface and back into the fight via the barrow doorway — effectively trapping the party. This action will take 6 rounds. If the Old Woman is surprised here, she will use her death stare before fleeing towards the nearest of the three exits.

If she takes 12hp of damage or more, she will seek to surrender, offering the party the following to buy her life:

> 'It's a fine and gallant band of heroes you are indeed, to be picking on an old woman like myself, but your princess is gone to my sister of the mountains, and it's grown men, not boys, that Conall must send to fetch her back from there.'

If the party search through the litter in the chamber they will find a large polished silver mirror with gold filigree work (worth 100gp), a pair of jewelled earrings (worth 300gp), a gem encrusted bronze shield (worth 225gp), a small lump of mithril (worth 90gp), a pearl (worth 100gp), and a necklace made of jasper and carnelian stones (worth 125gp).

The Old Woman carries a **potion of clairoyance**. If she has attempted her surrounding manoeuvre, she will have used the potion to monitor the party's progress.

Area 2.
Most of this side-chamber is taken up by a large, empty bronze cage. There is just a 1 foot gap around it. On the floor is a scrap of rich white fabric, which the party will recognise as being from the Siandabhair's ceremonial garb.

Area 3.
This chamber contains a 8 foot deep pool. Beneath the surface, a 3 foot diameter tunnel leads out into the lake. If hard pressed the Old Woman will use the tunnel as an emergency exit.

Area 4.
This large, flooded chamber is the lair of the nixies who serve the Old Woman of the Lough. The concealed entrance from the lake is through the southern wall, across a bed of weed. Hidden in the weed are three giant water spiders (AC 5; MV 15"; HD 3+3; hp 18, 13, 11; # AT 1; D 1-4 + poison; AL N; S M; xp 262, 242, 234), trained to attack any intruders.

Fourteen nixies (AC 7; MV 6"//12"; HD 1-4hp; hp 4(x4), 3(x2), 2(x4), 1(x4); # AT 1; D by weapon type; SA **charm**; AL N; S S; xp 36(x4), 35(x2), 34(x4), 33(x4)) serve the Old Woman, and they have two giant pike (AC 5; MV 36"; HD 4; hp 18, 15; # AT 1; D 4-16; AL N; S L; xp 157, 145) at their command. Their allegiance to the Old Woman is not strong; only a shared delight in causing trouble for humans holds them together. Thus, the nixies will not fight to the death in defence of the Old Woman. If she flees, they will seek to retreat. If this course of action is not available, they will surrender. They will also retreat or surrender once half of their number have been killed.

The nixies are armed with long daggers (D 1-4) and darts (D 1-3). They delight in enslaving humans. If 10 or more are encountered together they will generate a powerful **charm** spell, which requires the victim to save vs. magic at -2. In this situation, they are unlikely to use the spell unless very few of the adventurers are left alive.

Area 5, Chamber
This chamber connects the lair of the nixies with the Old Woman's room, and is used mainly for holding those whom the nixies have charmed. There is a 15% chance that 1-3 captive peasants (level 0 men; AC10; 4hp each) will be held in here. If so, the prisoner(s) will know that the princess has been taken to the lair of the Old Woman of the Mountains.

Area 6, Treasure Chamber
This flooded chamber is where the nixies keep their treasure. The glint of precious metal and gems can be seen through the loosely-woven curtain of pond-weed which hangs across the doorway. Also in the chamber is a giant water beetle (AC 3; MV 3"/12"; HD 4; hp 29; # AT 1; D 3-18; AL N; S L; xp 201), guarding the treasure. It will attack any who enter without first throwing food in past the curtain. If the curtain is held back, it may (30% chance) seek to escape its confinement without attacking those present.

The treasure consists of a gold torc (worth 300gp), a gem encrusted sword scabbard (slightly damaged, but still worth 275gp), a helm in the shape of a boar's head (worth 110gp), two ceremonial daggers (worth 50gp each), 208gp, 468sp, 245cp, and seven gems — two onyx (worth 50gp each), three ambers (worth 100gp each), an amethyst (worth 100gp), and a piece of jet (worth 240gp). There are also 9 nixie spears.

This concludes Part 3: The Old Woman of the Lough, and the second section of the adventure.

Part 4: The Old Woman of the Mountains

If the party overcomes the denizens of the Lough without discovering that the princess has been taken to the lair of the Old Woman of the Mountains, they may feel that their quest is at an end. If they return to the fortress of Conall mac Éogan, however, they will be told by Cormac mac Culinan, the King's bard, that since the Old Woman of the Bay and the Old Woman of the Lough have been proven to be involved, it is likely that their sister, the Old Woman of the Mountains, will also be a party to the abduction. He will be able to give directions to the place where she is known to live.

Conall mac Éogan will be very anxious now for the safety of his daughter, and will freely replace the horses and rations of the party. No other assistance is available.

Even if the party produce the head of the Old Woman of the Lough, they will receive no reward. The king entreats them to try once more to rescue his daughter, promising them the weight in gold of all three of the sisters' heads if they succeed.

MOUNT BEINNMARBH

The journey to the foothills beneath the lair of the Old Woman of the Mountains on top of Mount Beinnmarbh will be uneventful. This particular part of Conall's realm is, however, wilder and less law abiding. The Old Woman of the Mountains is the best known of the three sisters, having always been a threat to the law of the kingdom. Several foolish heroes and unwary travellers have perished at her hands. Her cave lair is reached by a goat-track from the road that brings the party to the foothills.

The approach of the party will be seen by the Old Woman's familiar, a crow (AC 7; MV 12"; hp 3), which is sitting on top of a tall stone at the junction of the road and the goat track.

Unless stopped, this bird will warn her of the approach of the party. The Old Woman will do nothing to hinder the party's progress along the path, but will wait until they are within bowshot of the cave before hailing them thus:

> 'So! Conall sends his puppies after the strayed bitch, then? If you want her, you must fight my seven sons for her, or bring Conall on his knees with fitting compensation for my two sisters.'

The party will then see the Old Woman's sons move into sight at the mouth of the cave, on a ledge at the end of the track above them.

Area 1, The Ledge
Once the party has climbed the remainder of the track, they will reach the ledge outside the cave mouth. This narrow egress is barred by seven grimlocks — the Old Woman's sons (AC 5; MV 12"; HD 2; hp 16, 15, 15, 12, 11, 9; # AT 1; D 1-6 or by weapon type; SD immunity to effects of spells affecting visual nerves; AL NE; S M; xp 60, 58, 58, 52, 50, 46).

The grimlocks will wait for the party to advance up to the ledge to fight. Once battle is joined, the Old Woman — a Mountain Hag (AC 7; MV 15"; HD 5+5; hp 36; # AT 1; D by weapon type; SA see Part 5; SD see Part 5; AL CE; S M; xp 114) armed with a dagger (D 1-4) — will go into the Side Chamber (area 2) and call her pack of six dire wolves (see below for their statistics) to her side. She will then drink her **potion of invisibility** and retreat to a suitable ambush in the Main Cave (area 4).

Area 2, The Side Chamber
This is the lair of the Old Woman's dire wolves (AC 6; MV 18"; HD 3+3; hp 27, 23, 20, 16, 15, 13; # AT 1; D 2-8; AL N; S M; xp 168, 152, 140, 124, 120, 112), strewn with rubbish and the broken bones of their victims.

Area 3, The Old Woman's Living Chamber
This is the Old Woman's personal chamber, and contains a filthy straw mattress and a stout wooden chest. The chest is not locked and contains a silver harp (worth 600gp), an ivory drinking cup inlaid with a dragon design in gold (worth 245gp), a normal longsword (worth 15gp), a bronze and silver helm with intricate lacquer work (worth 315gp), a six-fingered silver gauntlet (worth 400gp), a suit of gilded chainmail suitable for a boy or a young woman (worth 240gp), two topaz (worth 200gp and 175gp respectively), a garnet (worth 400gp), a black opal (worth 1000gp), a vial containing a **philtre of love** (3 doses), a flask containing a **potion of ESP**, and an **arrow of direction**.

The Old Woman carries a flask containing two doses of a **potion of invisibility** on her person.

Area 4, Main Cave
In the centre of this room is a steep-sided, 20 feet deep, occupied by two cave bears (AC 6; MV 12"; HD 6+6; hp 34, 31; # AT 3; D 1-8/1-8/1-12; AL N; S L; xp 987, 963). Hanging over the pit is a bronze cage containing Siandabhair (AC 10; MV 12"; 0-level human; hp 5; # AT 0; D 0; S 10; I 15; W 13; D 13; Co 14; Ch 18; AL N), who is frightened but unhurt. The cage is secured by a rope from a ceiling hook, lashed to a cleat at the east side of the pit.

If the party defeats the grimlocks and enters this area, the Old Woman will be found behind the barrier of her dire wolves. She will be placing a lighted candle under the rope, which will burn through in d6+12 rounds. She will cackle and shriek the following at the party:

> 'Do you not think that you had better be ready to catch your princess when she falls?'

She will attempt to keep the members of the party at bay until the rope burns through. The Old Woman will use her powers to delay the party rather than fighting to kill. She wants the party to see the princess die. Afterwards, she intends to finish the party off, taking one prisoner to send back to Conall with a taunting message and a report of what occurred. This individual will probably also be infected with the disease from her dagger, which should be treated as mildly contagious (see the **DMG** p13), and **cursed** as well (see Part 5 for full details). This survivor will be stripped of all weapons and armour except for one dagger.

If in danger of defeat before the candle can burn through, the Old Woman will seek to flee by flying. If she is mortally wounded, she will **curse** her slayer with her dying breath.

In addition to her own powers (detailed in full in Part 5), and her **potion of invisibility**, the Old Woman has two magical items. The first is a magic user scroll with the spells **web** and **slow**, and the second is a medallion which ensures that the first blow the wearer attempts against an enemy will hit, while an enemy's first blow will always miss.

And Finally....

Conall mac Éogan's reactions to the party depend upon whether his daughter is still alive, but no matter what, he will honour his vow to give the party the weight of each head in gold (an equivalent of 1500gp each).

If Siandabhair is dead, Conall will immediately confiscate all the party's treasure, except the gold for the heads, and exile the party from his lands forever. He will declare them cowards and outlaws.

If Siandabhair is returned alive and unharmed, Conall will offer her hand in marriage to the male member of the party with the highest charisma and the party will be given the right to sit at the King's table. Conall will also command Cormac mac Culinan to compose an epic poem of the party's adventure. Conall will return any treasure that the party gave him for safekeeping.

This ends Part 4: The Old Woman of the Mountains, and **The Taking of Siandabhair**.

CREDITS

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Thanks to:	Cú Chulainn, Giraldus Cambrensis and nameless others for inspiration

Part 5: Appendix

New monster (unofficial)

MOUNTAIN HAG

FREQUENCY:	*Very Rare*
No. APPEARING:	*1-3*
AC:	*7*
MV:	*15"*
HD:	*5+5*
% IN LAIR:	*65%*
TREASURE TYPE:	*R, S, T*
# AT:	*1*
DAMAGE/ATTACK:	*by weapon type*
SA:	*see below*
SD:	*see below*
MAGIC RESISTANCE:	*5%*
INTELLIGENCE:	*Average-High*
ALIGNMENT:	*Chaotic Evil*
SIZE:	*M*
PSIONIC ABILITY:	*nil*
Attack/Defence modes:	*nil*
LEVEL/xp VALUE:	*VI/650+6/hp*

The Mountain Hag is a relative of the Sea Hag, inhabiting mountains and dismal rocky wastes. The lair of the Mountain Hag is typically a cave in a mountainside. Like all other Hags, they hate beauty and goodness, and when they come out of their caves it is always to commit some act of evil.

The appearance of a Mountain Hag is so hideous as to require any character of less than 5th level to save vs magic or lose 1-10 strength points for 1-8 turns; Clerics and Paladins are allowed a bonus to this saving throw equal to their level.

The Mountain Hag fights using a filthy, jagged and rusty dagger (D 1-4), which has a 75% chance of carrying a disease (treat as chronic, severe, affecting blood and gastro-intestinal organs — see **Dungeon Masters Guide** p14). However, a Mountain Hag will rely whenever possible on followers and on her magical abilities, fighting hand-to-hand only as a last resort to clear a path for her escape.

A Mountain Hag can **fly**, 1/day, paralyse (as a **wand of paralysation**) by touch, 3 times/day, and cause **darkness**, 3 times/day. She can use magic-user scrolls as a 10th level thief, and can also **speak with animals** at will. There is a 30% chance that a Mountain Hag will have a familiar, of a type determined as for the first level magic-user spell **find familiar**.

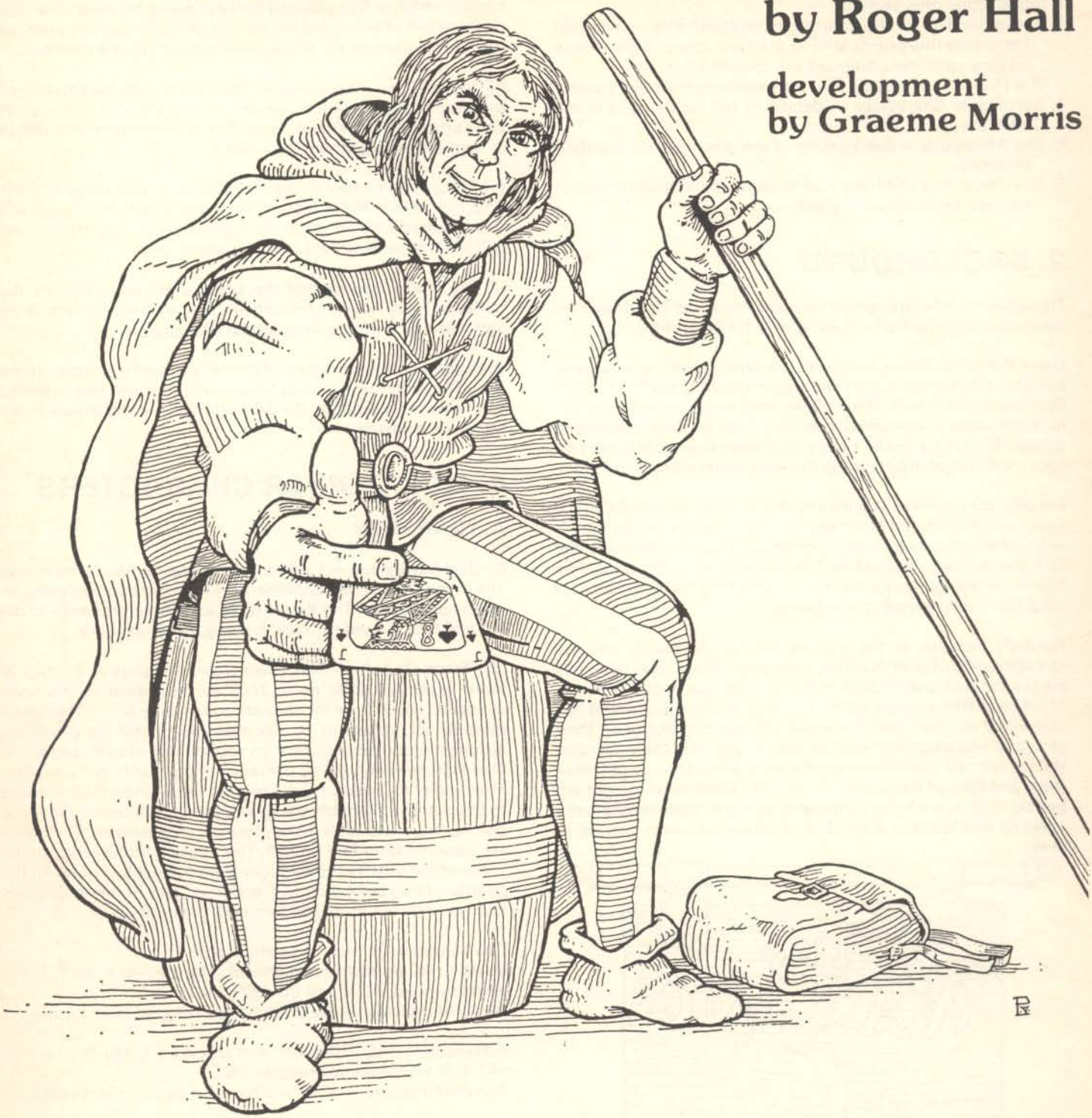
A Mountain Hag may call down a terrible **curse** on one victim, who must save vs magic or lose 1-4 constitution points, and must make all subsequent saving throws vs poison or disease at -2 while the curse is in effect. Any wound sustained during this period will heal at half the normal rate, and has a 25% chance of becoming infected. The curse lasts for one lunar month or until the victim dies or receives a **remove curse** spell. A Mountain Hag may only have one **curse** in effect at any given time.

Finally, Mountain Hags are immune to poison and disease, and make all saving throws against mind-influencing spells at +2.

JACK OF ALL TRADES

by Roger Hall

development
by Graeme Morris



An adventure for 5-8 relatively inexperienced D&D®, AD&D™ or DRAGONQUEST™ characters.

1. INTRODUCTION

This adventure has been designed for use with the D&D, AD&D or DRAGONQUEST role-playing systems. It is intended that the characters who take part in it should not be absolute beginners but should have been on a few successful expeditions. Obviously, the fewer adventurers there are, the more experienced they should be and vice versa. The players, as distinct from the characters, should preferably be quite experienced although the adventure is possible for near novices.

The bulk of the adventure description consists of information which is applicable to all of the game systems. Information which is specific to one or more system is presented in one of two ways:

(i) Details of the abilities of the non-player characters (NPCs) are given separately for each game in Part 4 — 'Non-Player Characters'.

(ii) Information occuring within the main text is bracketed and prefaced with **Basic, Advanced** or **DQ** as appropriate, eg '...they will find a small brooch (**Basic/Advanced** — value 50gp; **DQ** — value 150sp.)'

IF YOU INTEND TO PLAY IN THIS ADVENTURE, STOP READING HERE. ANY KNOWLEDGE OF THIS MINI-MODULE WILL RUIN YOUR ENJOYMENT AND THAT OF THE OTHER PLAYERS.

The mini-module is divided into 5 sections:

1. Introduction (this section).
2. Background — for the games master (GM) only — in which The Knave (the principal NPC) is introduced and the events leading up to the adventure are described.
3. The Plot — The Knave's plan for exploiting the adventurers.
4. Non-Player Characters — details of the NPCs used in the adventure.
5. The Adventure — descriptions of the main events and their locations.
6. The Knave as a Thief-Acrobat — using this module to try out the new split character class.

2. BACKGROUND

This adventure centres on a character known as The Knave; an unscrupulous villain who lives by murder and theft.

Using the alias of Jack Summers, he recently set up an outlaw band to raid cargoes going to and from the small trading town of Roseberry (see map I). The outlaws have been using a deserted hulk grounded in a backwater as their hide-out (see map Ib and section 4E). Using this as a base, they have been able to prey on pack- and wagon-trains using the road to the west of the town.

Initially, the payment of bribes by the outlaws ensured that the town watch turned a blind eye, but soon some of the town's worried merchants formed a vigilante group in order to try and find the outlaws' hideout and to put a stop to the raids. The Knave, in the guise of a merchant but using the same alias of Jack Summers, joined in this group.

Recently because of the cost of bribing the watch and the strengthening of guards on the caravans, things have been bad for the outlaws and dissent in their ranks has begun to show. The Knave (known only to the outlaws as Jack Summers) has convinced his men that the vigilantes are the root of all their problems and has told them of a plan to get rid of the vigilantes. He has not told them the second part of his plan — to get rid of them and take all the goods for his own! Conditions tonight are perfect to carry out his plan, there is no moon, there is a vigilante meeting and there is a band of adventurers newly arrived in town.

3. THE PLOT

The Knave's plan is elegant and ruthless. If successful he will dupe the adventurers into disposing of both the vigilantes and the outlaws, taking losses themselves in the process, leaving Jack to finish off the survivors and to make off with the loot.

The stages of his plan are as follows:

(i) The Knave will introduce himself to the party as Jack Summers, the merchant. He will tell them about the outlaws and will say that he has infiltrated the band.

(ii) He will persuade the adventurers to take part in a trojan-horse-style raid on the outlaws. The characters will hide in barrels which will be taken by caravan along the west road. The outlaws will attack, steal the barrels and take them to their lair where the adventurers will emerge and attack the thieves.

(iii) In fact, the outlaw attack will be a sham and the barrels will be taken to the vigilantes' headquarters where a meeting has been arranged. The Knave hopes that the adventurers will kill all or some of the vigilantes by mistake.

(iv) The outlaws know of 'Jack's' plan up to this stage and will help him with it. What they do not know is that The Knave will have planted information at the vigilantes' headquarters which will lead the adventurers to the outlaws' lair.

(v) The Knave intends that the adventurers should attack the outlaws. Then, he will finish off any survivors (from either side) and make off with the valuables of both groups.

In general, and in particular if the plan should go wrong in any way, The Knave will protect his own life first and foremost and will have no regard for the adventurers, the vigilantes or his erstwhile colleagues.

4. NON-PLAYER CHARACTERS

A. TOWNSMEN

(i). Bert Barleyman — Landlord of the Waxing Moon. He knows The Knave only as Jack Summers the merchant and regards him as an honest man. The Knave rents a room permanently in the Inn and Bert is used to 'Jack' holding meetings there.

(ii). Town Guards — The Town Guard consists of 24 men in three patrols of eight each. They are employed by the town council to protect the inhabitants and to keep order. They are a slovenly lot, reluctant to risk their skins and they will not accompany the adventurers on expeditions outside the town. This attitude is only partly the result of the men's personalities. Their major motivation is the regular bribe which they are paid by the outlaws. Recently the guards have been demanding, and getting, more and more money for their co-operation. The bribes are received from Phil Snatch, The Knave's outlaw lieutenant. Three of the guards know Phil by sight but not by name. All the guards receive bribe money. They know 'Jack Summers' only by name and do not associate him with the outlaws.

Town Guards (24 men in 3 patrols of 8)
Basic — AC 6 (leather and shield); NM; hp 1-4; # AT 1; D 1-6 (short swords); AL N; MV 90' (30'); ML 6
Personal treasure — each will have 2-12gp in mixed coins.

Advanced — AC 7 (leather and shield); F0; MV 9"; hp 1-8; # AT 1; D 1-6 (short swords); AL LN
Personal treasure — each will have 2-12gp in mixed coins.

DQ — Average characteristics for the guards are:
PS: 19 MD: 17 AG: 16 EN: 17
MA: 9 WP: 12 FT: 21 PB: 10
PC: 8

They are armed with broadswords (with which they are rank 1-2), wear leather armour while on duty and carry small round shields (with which they are rank 0-1). The leaders of each patrol have Military Science skill rank 0-1. In addition, all the guards will have 1 of the following: dagger 0-3, unarmed combat 0-2, Horsemanship 0-2, Stealth 0-1, Thief 0-1. They will each be carrying a personal treasure of 6-30sp.

(iii). Merchants — There are many merchants based in Roseberry, profiting from the trade along the east-west road and the river. A wide range of goods are involved, including grain, wine, beer, salt and cloth.

They have known The Knave (as Jack Summers) for a few months, but the investigation of his credentials which the merchants' guild carried out before admitting him caused no alarm, and they have found no cause for mistrusting him since.

Some merchants will know Jack better than others, of course, but the general opinion of him is that he is an honest newcomer.

(iv) Vigilantes — Realising that the town guards are of little use in combatting the outlaws (but unaware that they are being bribed), some of the merchants have formed a vigilante group led by Owen Carter, an ex-soldier.

Following Jack's acceptance by the merchants's guild, he joined this group and has since been strengthening his position within it. The other members of this group know little about Jack beyond his vigilante activities. He has been careful not to draw attention to himself by, for example, revealing any inside knowledge of the outlaws. To date, the vigilantes have had as much impact on the outlaws as the local knitting circle. They are not professional investigators and, of course, The Knave has kept himself and his band well ahead of the vigilantes' plans.

Despite their lack of success so far, the vigilantes are keen and committed men — at least as a group. However, they are not professional fighters and will not risk their skins unnecessarily.

Owen Carter (vigilante leader)
Basic — AC 7 (leather); F2; hp 10; # AT 1; D 1-8 (sword) or 1-4 (dagger); AL L; MV 90' (30'); ML 9.
Personal treasure — 10cp, 20sp, 15gp and a gold locket (containing a portrait of his wife) encrusted with small gems (value 350gp).

Advanced — AC 8 (leather); F1; MV 9"; hp 13; # AT 1; D 1-8 (long sword) or 1-4 (dagger); AL NG.
Personal treasure — 10cp, 20sp, 15gp and a gold locket (containing a portrait of his wife) encrusted with small gems (value 350gp).

DQ — Owen's attributes are:
PS: 14 MD: 17 AG: 16 EN: 20
MA: 10 WP: 17 FT: 22 PB: 17
PC: 9

He is armed with a sabre (rank 3) and a dagger (rank 2) and wears leather armour under his robes. His skills are: Merchant 5, Horsemanship 3, Navigator 1, Read & Write (common) 7, Troubadór 0, Military Scientist 2. His personal treasure consists of 10cf, 20sp, 1gs and a gold locket (containing a portrait of his wife) encrusted with small gems (value 700sp).

Other Vigilantes (10 men)
Basic — AC 7 (leather, if worn) or 9; NM; hp 1-4; # AT 1; D 1-6 sword); AL L; MV 90' (30') or 120' (40'); ML 7.
Personal treasure — each will have 5-30gp in mixed coins plus 0-2 items of personal adornment (buckles, rings, clasps, pins etc) each worth 10-100gp.

Advanced — AC 8 (leather, if worn) or 10; F0; MV 9" or 12"; hp 1-8; # AT 1; D 1-6 (short sword); AL LG or NG.
Personal treasure — each will have 5-30gp in mixed coins plus 0-2 items of personal adornment (buckles, rings, clasps, pins etc) each worth 10-100gp.

DQ — The average abilities of the other vigilantes are:
PS: 15 MD: 16 AG: 15 EN: 19
MA: 12 WP: 13 FT: 21 PB: 15
PC: 6

They are armed with short swords (rank 0-1) and have leather armour (although only three of them habitually wear it). All of them will have rank 4-7 Merchant skill, Read & Write (common) rank 3-8 and Horsemanship rank 2-4. In addition, each will have one of the following skills: dagger 1-2, Navigator 1-2, Healer 0-2, Mechanician 1-2, Thief 0-1. Each will have a personal treasure consisting of 10-50sp worth of mixed coins plus 0-2 items of personal adornment (buckles, rings, clasps, pins etc) each worth 20-200sp.

B. THE KNAVE (Jack Summers)

The Knave values his own life and profit above all other things. He has lived a life of murder and theft, adapting and discarding a string of aliases (usually taking the identity of one of his victims). His plan and intentions have been described previously. His attributes are:

Basic — AC 4 (leather plus dexterity bonus); T6; hp 16; # AT 1; D by weapon type; AL C; MV 90' (30'); ML see description; S11, I15 (speaks common, chaotic and hobgoblin), W9, D18 (+3 to hit with missiles, -3 AC bonus, +2 on initiative), C12, Ch15.
Equipment — 6 concealed daggers, crossbow, quarrels, thief's tools, key to chest in the outlaws' lair, **belt of infravision** (a special magical item which gives the wearer infravision — range 90').
Personal treasure — 20sp, 30gp, 4 gems (800gp (x2), 2000gp, 4000gp) and an exquisitely made pack of ivory playing cards (all knaves!).

Advanced — AC 4 (leather plus dexterity bonus); A6; MV 9"; hp 28; # AT 1; D by weapon type; AL LE; S11, I15 (speaks common, LE, hobgoblin, goblin and orc), W9, D18 (+3 to hit with missiles, -4 AC bonus), C12, Ch15.
Equipment — 6 concealed daggers, crossbow, quarrels, thief's tools, key to chest in the outlaws' lair, **belt of infravision** (a special magical item which gives the wearer infravision — range 90').
Personal treasure — 20sp, 30gp, 4 gems (800gp (x2), 2000gp, 4000gp) and an exquisitely made pack of ivory playing cards (all knaves!).

DQ — The Knave's attributes are:
PS: 16 MD: 20 AG: 21 EN: 19
MA: 7 WP: 8 FT: 21 PC: 13
PB:17

The Knave is armed with 6 daggers (used at rank 8) which he conceals about his person, a short bow and arrows (rank 5) and a garotte (rank 3). He wears leather armour and carries thief's picks and the key to the chest in the outlaws' lair. His other skills are: Assassin 3, Merchant 1, Military Scientist 3, Ranger 2, Thief 7. He has a belt which has been invested with the Spell of Nightvision (College of Black Magics — S2). The spell was invested at rank 7 and has an 86% chance of success. There are 4 charges remaining. His other personal treasure consists of 10cf, 25sp, 4 gems (1000sp (x2), 2500sp, 8000sp) and an exquisitely made pack of ivory playing cards (all knaves!).

C. OUTLAW BAND

This group of argumentative thugs has only been held together by Jack's authority and the profit which they can derive by raiding caravans under his leadership. They have known 'Jack' only since his arrival at Roseberry and are unaware of his true name. They have no loyalty to him and would kill him without a second thought if they discovered the latter part of his plan.

Phil Snatch ('Jack's' lieutenant)
Basic — AC 7 (leather); F3; hp 13; # AT 1; D 1-8 (sword) or 1-4 (dagger); AL C; MV 90'(30'); ML 7.
Personal treasure — 21 gp, a key to the chest in the outlaws' lair and a white silk scarf embroidered with gold thread (value 50gp).

Advanced — AC 7 (studded leather); F3; MV 9"; hp 18; # AT 1; D 1-8 (sword) or 1-4 (dagger); AL NE.
Personal treasure — 21 gp, a key to the chest in the outlaws' lair and a white silk scarf embroidered with gold thread (value 50gp)

DQ — Phil's attributes are:
PS: 20 MD: 15 AG: 14 EN: 19
MA: 9 WP: 12 FT: 21 PC: 7
PB: 14

He uses a broadsword (at rank 4) and a main gauche (rank 1). He wears leather armour and has a key to the chest in the outlaws' lair. His other skills are; Horsemanship 2, Stealth 1, Thief 2. His personal treasure consists of 40sp, a key to the chest in the outlaws' lair and a white silk scarf embroidered with gold thread (value 100sp).

Outlaws (8 men)
Basic — AC 7 (leather); F1; hp 1-8; # AT 1; D 1-6 (short swords) or 1-4 (dagger); AL C; MV 90' (30"); ML 8.
Personal treasure — each will have 2-20gp in mixed coins.

Advanced — AC 8 (leather); F1; MV 9"; hp 1-10; # AT 1; D 1-6 (short sword) or 1-4 (dagger); AL NE.
Personal treasure — each will have 2-20gp in mixed coins.

DQ — the average attributes of the outlaws are:
PS: 20 MD: 15 AG: 15 EN: 17
MA: 9 WP: 10 FT: 21 PC: 6
PB: 12

The outlaws use short swords (rank 1-2) and daggers (rank 0-1) and wear leather armour. All of them will have Horsemanship skill rank 1-3, and one of the following: Assassin 0-1, Spy 0-1, Thief 0-1, Read and Write (Common) 0-2. Their personal treasure will consist of 5-50sp worth of mixed coins.

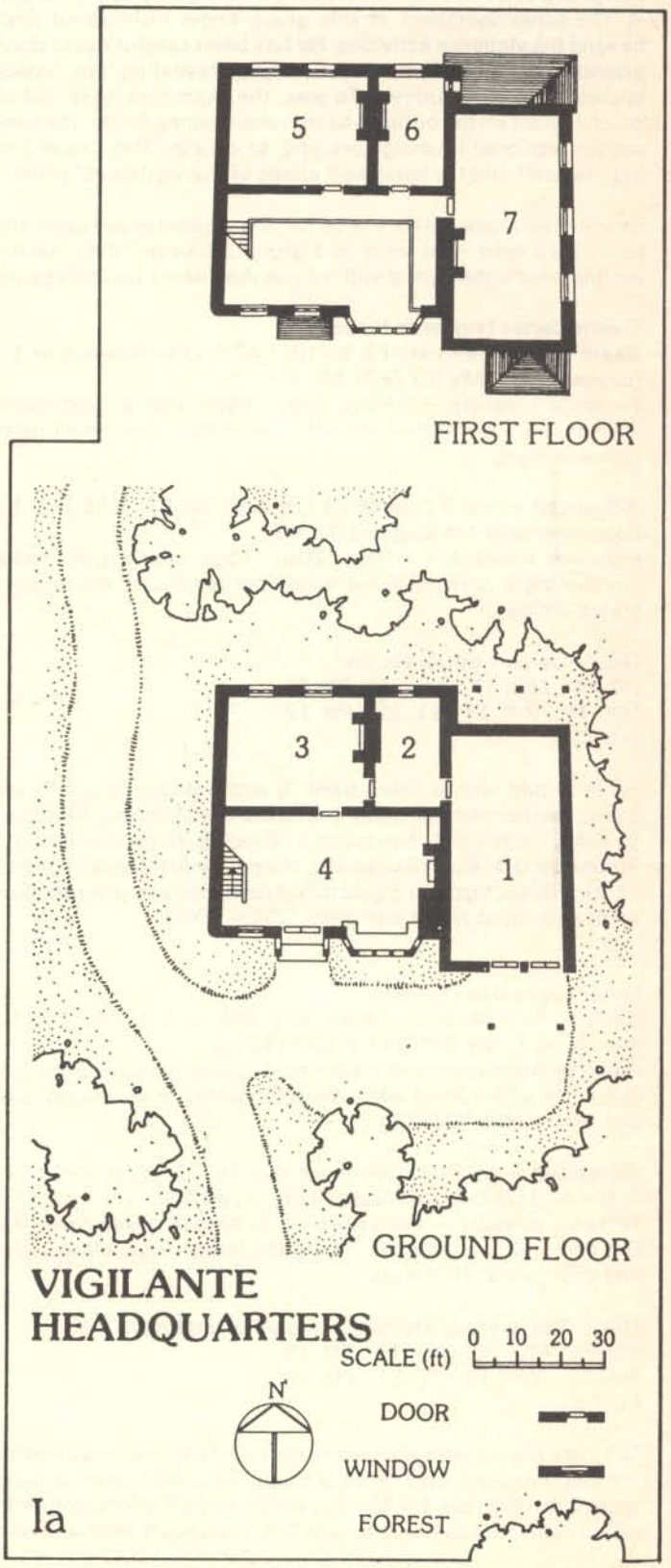
5. THE ADVENTURE

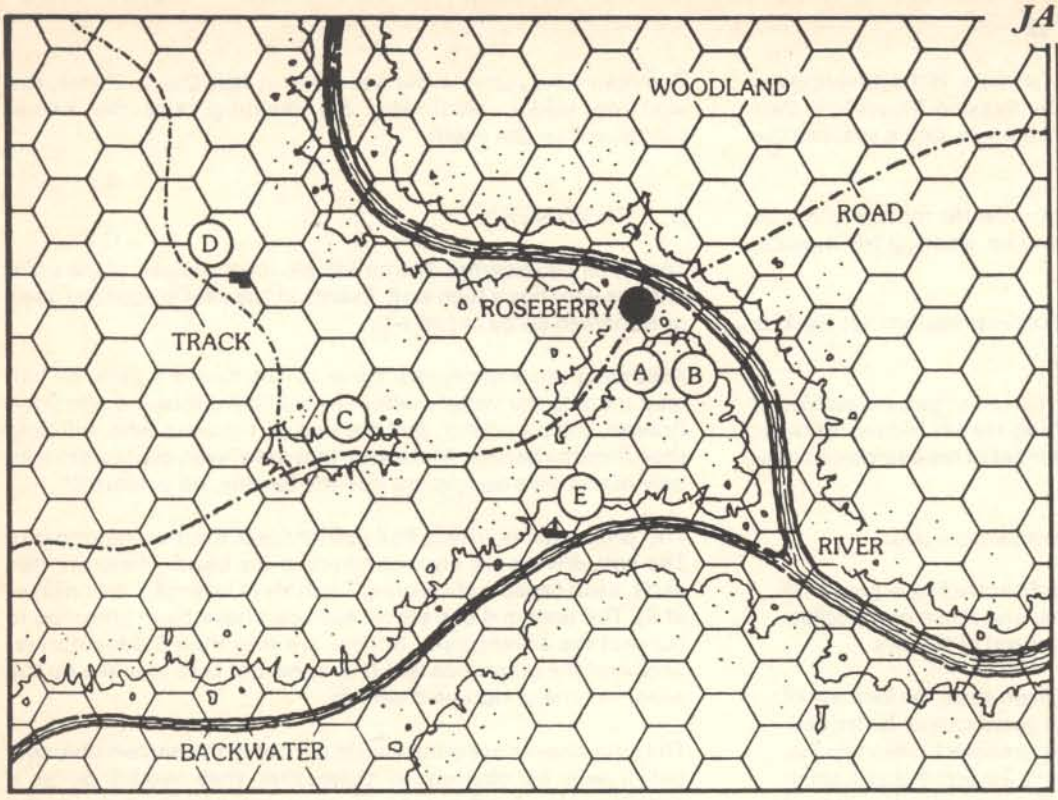
The descriptions of the various stages of the adventure include sections which may be read aloud to the players by the games master. However, this should not be considered mandatory and the GM should use other descriptions if desired.

A. MEETING WITH JACK SUMMERS

Having travelled far in search of adventure you arrived barely an hour ago this evening at Roseberry. You are approached in one of the town's taverns by a man, apparently a trader, who indicates that he has some information that may well benefit you, and that if you are interested you should follow him at five minute intervals to the Waxing Moon Inn and ask the barman for Jack's room. Without awaiting your reply he leaves, looking around anxiously as he goes.

JACK OF ALL TRADES





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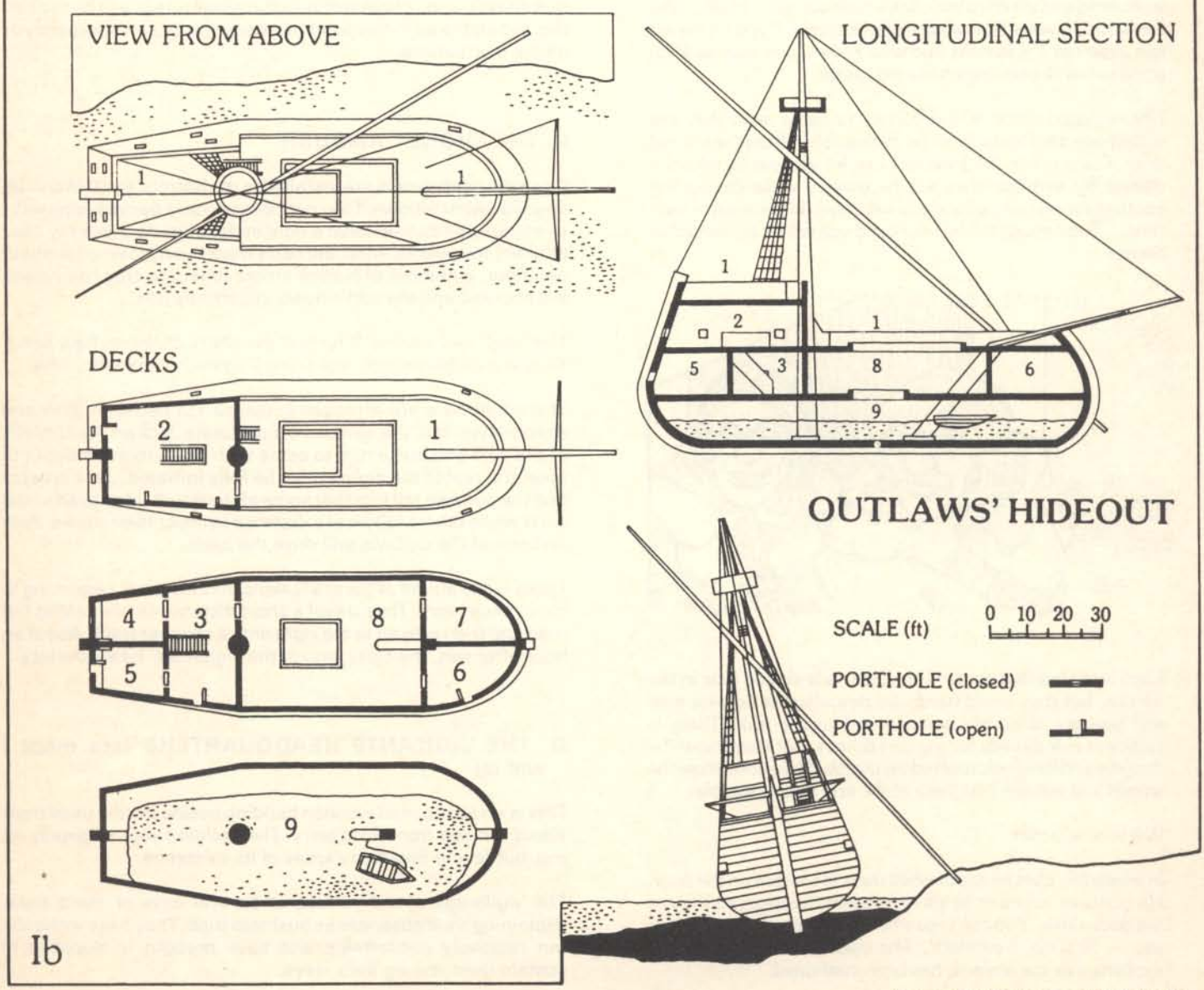
THE REGION AROUND ROSEBERRY

(diagrammatic)

- (A) MEETING WITH JACK SUMMERS
- (B) THE WINERY
- (C) THE PHONEY AMBUSH
- (D) THE VIGILANTE H'QUARTERS
- (E) THE OUTLAWS' HIDEOUT

ONE HEX = HALF MILE



Ib

The man is The Knave, alias Jack Summers. If the adventurers take up his invitation and go to the Waxing Moon Inn, Bert Barleycorn (the innkeeper) will direct them to Jack's room on the first floor.

Jack will be wearing leather armour under his robes and will be armed only with his daggers. He will be wearing his magical belt.

There is nothing in his room to give any impression that 'Jack' is other than a merchant.

The grey mare which he uses in his merchant guise is stabled at the inn and is similarly unincriminating. He has hidden his other horse (a black stallion) and the remainder of his equipment near the vigilantes' headquarters.

When you are assembled, the man addresses you.

'My name is Jack Summers, a merchant trading in grain and wine. For some time my caravans. and those of my fellow guildsmen, have been plagued by a band of outlaws.

'We have been powerless to stop them since the location of their lair is unknown and our town guard cannot be trusted. However, I have recently managed to contact these bandits, pretending that I wish to join them. To prove that I am in earnest, I have arranged for the outlaws to ambush a cargo of wine which I am transporting on behalf of Stan Brewer who owns the winery here in Roseberry. I am to lead two wagonloads of wine from the town within the hour. I will be ambushed and taken to the outlaw headquarters. It will be the first time I have had knowledge of its location. If you aid me we can wipe out the bandits and who knows, you may pick up some valuable souvenirs from the camp?

'I have rigged some of the barrels to carry men; they are weight-adjusted and will not be distinguished from the normal ones. Once inside the hideout I can let you out to take the thieves by surprise: they will be unwary while celebrating another successful raid and you will easily rid the town of their threat. Their goods will be yours and you will be acclaimed as heroes.

'I had intended that some of the local lads should hide in the barrels, but they could hardly be described as fighting men and you are obviously better suited to the task. There is sufficient risk already for my cart-drivers, but they know the dangers and have volunteered for the job. They both know the woods and will flee into them at the first hint of trouble.

'Will you help me?'

Immediately after he has finished there is a knock on the door. He gestures to you to be silent, crosses the room and opens the door a little. You can't see who's there but you hear a voice say — 'It's on, Summers'. The door is closed and Jack explains that the ambush has been confirmed.

The man who came to the door was in fact Owen Carter, the vigilante leader, confirming the meeting, and the Knave capitalised on the event.

B. THE WINERY

The winery is deserted. The building is in a quiet part of the town and the yard has a high wall. Events in the yard will not be seen or remarked on by passers-by.

Assuming the adventurers agree to The Knave's plan, he will lead them to the winery where he will introduce them to Stan Brewer, the proprietor, and the two cart-drivers who will help them into the barrels. Make sure that the player-characters take only reasonable equipment into the barrels, no polearms!

The 'proprietor' is, in fact, Phil Snatch (Jack's outlaw lieutenant). The cart-drivers are also members of the band. There are two carts, each capable of carrying 7 barrels (a layer of 3 over a layer of 4). The bottom 4 barrels on each cart have been prepared to conceal the adventurers. If there are less than 8 adventurers, Jack and the other men will take apparent care to make up the weight of the unoccupied barrels.

The adventurers are quite able to get out of the barrels unaided, but it will be obvious to them that they would be at a considerable disadvantage if they attempted this in the presence of hostile creatures (**Basic/Advanced/DQ** — there would be a 50% chance of the party being surprised and they would automatically lose initiative in the first round/pulse thereafter). Jack's final words to the adventurers will be to point this out and to warn them not to emerge except in emergency or on his instructions.

C. THE PHONEY AMBUSH

Once the adventurers are installed in the barrels, the GM should describe what follows. They cannot see out (a barrel supposedly carrying wine cannot have a hole in the side) so they only hear and feel the events. After the carts have been moving for about one hour, a number of horses arrive, orders to stop the wagon are shouted and the cart-drivers apparently flee.

The 'raid' will involve 3 further members of the outlaw band. They are on horseback, and bring 2 spare horses with them.

There follows a pre-arranged conversation between Jack and the outlaws. In it, the outlaws congratulate Jack on the success of the raid and invite him to come with them to the hideout to meet the rest of the gang and to be fully initiated. Jack accepts and the outlaws tell him that some of them will ride ahead of the carts while others follow at a distance to cover their tracks. Jack and one of the outlaws will drive the carts.

There is the sound of horses leaving and the carts beginning to move once more. They travel a short distance further along the road and then turn off to the right onto a rougher track. About an hour after this, the carts stop at the vigilantes' headquarters.

D. THE VIGILANTE HEADQUARTERS (see maps I and Ia)

This is an abandoned wooden building beside a little-used track about 6 miles from Roseberry. The building was originally an inn, but few in Roseberry know of its existence.

The vigilantes spend periods of several days or more here, explaining their absences as business trips. They have made the inn relatively comfortable and have brought in supplies to sustain them during their stays.

This evening, the group is expecting Jack to arrive with a load of wine for the store. The real owner of the winery is a member of the vigilante group and arranged for the winery to be empty while Jack loaded his carts, unaware that his trust would be so abused.

When the carts arrive at the inn, they will be taken into the stables (room 1). The adventurers will feel the carts stop, hear the doors open, feel the carts move again and hear the doors close. Next, the outlaw driving the second cart will tell Jack to leave the carts and to go with him to see the others. The two will then leave and the adventurers will hear the side-door close. The outlaw will attempt to leave through the store-room window but The Knave will kill him quietly and bundle his body out before going into the hall. The Knave will return to the stables after about two minutes and will begin to help the characters out of the barrel. Once about half of the group are freed;

> The side-door opens and a man steps in, saying 'Hurry up with that wine, Ja....'. He stares dumbstruck at you. Quickly, Jack grabs him and has a dagger at his throat in a flash. 'Get the rest!' he snaps, pointing through the open doorway.

The Knave did not intend this intrusion to happen but he will capitalise on it by killing the man and then slipping away while the players are occupied.

His plan is that the adventurers, thinking that they are in the outlaw camp, will kill the vigilantes for him. The first part of his plan will then be over and the second part will begin.

Before he slips away, Jack will plant information on the clothing of the vigilante he has killed. It will consist of 2 pieces of parchment, the first saying *'Suspected Codename of Outlaw – Knave'*, and the other being a map, entitled *'Suspected Location of Outlaw Hideout'*. The map marks with a cross the position of the hulk which the outlaws use as a hideout.

Even if the adventurers manage to kill all of the vigilantes, they should still discover their error in attacking them since the merchants' identities will be clear from the documents etc which they carry.

KEY TO ROOMS IN THE INN

1. Stables — There are 11 unsaddled horses here; which belong to the vigilantes. The Knave's horse is hidden in the woods behind the inn.

2. Pantry/Storeroom — This room is used to store foodstuffs and the other portable equipment and stores of the inn. In addition to the new stuff brought by the vigilantes, there is also the residue of the previous occupants.

3. Kitchen — Since they are unused to fending for themselves, the vigilantes have done only the minimum amount of work necessary in the kitchen to make it usable.

4. Hall — This was the main room of the inn. Stairs run up the western wall, leading to a gallery which runs along the northern and eastern sides. The doors of the inn's upper rooms open out onto this gallery.

With the exception of the vigilantes killed by The Knave, the entire group will be assembled in this room when the adventurers are freed from the barrels. Only Owen Carter and three of the other vigilantes habitually wear armour but all bear arms while at the inn. The room's only furnishings are a long table around which the vigilantes are gathered, and the chairs on which some of them are seated. Stacked against the eastern wall are the vigilantes' packs and saddles.

The vigilantes will not have heard the demise of the outlaw or their comrade, nor will they be alarmed by the unhurried footsteps of a small number of people in the store and kitchen. They are generally wary, however, and unexpected noises will not go unnoticed....

5. & 6. Bedrooms — These rooms are mostly empty, containing only a little broken furniture etc. left by the previous occupants. The vigilantes have not reoccupied these rooms.

7. Dormitory — This room has been swept clean by the vigilantes and now contains their bed-rolls.

E. OUTLAWS' HIDEOUT (see maps I and Ib)

For their hide-out, the outlaws have chosen an old cargo-boat which lies grounded by the bank of a tributary of the main river. It has been there for many years, and it is a damp, uncomfortable place to live. Apart from this, however, it is ideal for their pupose. Only the infrequent users of this backwater even know of the hulk's existence and, with one exception, they take no notice of it. The exception is the crooked captain of a cargo-boat which plies the main river. This captain brings a long-boat up the back-water once a month in order to buy any goods which the outlaws have stolen. He then re-sells these goods at a profit far from Roseberry.

Even at their most alert, the outlaws' system of watches was lax. Tonight, however, they are keeping no watch at all, confident that the vigilantes have been destroyed.

The positions given for the outlaws in the key below assume that they are unaware of the adventurers. If the alarm is raised, of course, the outlaws will attack the party en masse. The outlaws wear armour and carry weapons at all times.

KEY TO THE HULK

Note that the hulk is grounded on the river-bed at an angle of about 10 degrees to the vertical. All of the timbers of the hull are damp but the dampness is worse on the lower decks which are rotting. The boat will not burn without, for example, the presence of burning oil — and then only reluctantly.

The portholes of the boat are all about 18" square and have wooden shutters which may be locked from the inside. Most of the portholes on the side nearest the bank are closed.

Between the hulk and the bank, the river is only about a foot deep. However, the bed here consists of a layer of soft mud (see cross-section, map Ib) which makes an effective moat. The usual means of boarding the hulk is along the lower part of the boom which rests on the bank. If looked for, the foot-prints on the bank near the boom and the marks on the boom itself (caused by the outlaws climbing on it) will easily be seen.

1. Deck and Rigging — The deck area is deserted, and there are no indications here that the hulk is occupied.

The mast, boom and bowsprit are intact, as are most of the rigging ropes, but the sails have all been removed.

2. Upper Cabin — the outlaws' use this as a common-room. Also, since it is one of the least damp cabins in the hulk, most of the outlaws sleep here.

In the room when the party arrive are Phil Snatch and two other outlaws. They are seated around a table at the western end of the cabin drinking ale. They will call for help if attacked.

The other contents of the cabin are eight hammocks, some stores of food and drink, a small stove, some fire-wood, some kitchen utensils and a chest. The chest is securely bolted to the deck. It has three locks, the keys to which are held be The Knave, Phil Snatch and one of the outlaws (their 'representative') respectively.

The chest is locked (**Basic/Advanced** — normal thief's chance of picking each lock; **DQ** — each lock is rank 3) and trapped with a slashing blade device. Unless the trap is discovered and neutralised the blade (which is 3 feet long) will swing out and around in a circle about 2 feet above the ground (**Basic/Advanced** — normal thief's chance to find/disarm, blade strikes as if a 3 HD monster and does 1-8 points of damage; **DQ** — the trap is rank 3, the blade has a strike chance of 60% and a damage modifier of +1).

The chest contains the money paid by the crooked captain (**Basic/Advanced** — 1500gp in mixed coins; **DQ** — 2000sp in mixed coins).

3. Store — The northern (drier) part of this cabin is used by the outlaws to store their plunder. Currently, there are 6 bales of cloth, 2 casks of tobacco and 4 jars of spices here (total value — **Basic/Advanced** 100gp; **DQ** 200sp).

The remaining 5 outlaws are here, including the one who has the key to the chest in room 2.

4. Phil Snatch's Cabin — The contents of this cabin are simple; a hammock, a table, 2 stools and a wooden box containing some clothes. Phil does not trust his companions enough to leave anything of value here!

5. & 6. Empty Cabins — These cabins are too damp for occupation and contain only rubbish.

7. The Knave's Cabin — This cabin contains only a hammock. The Knave is even less trusting than Phil.

8. Upper Hold — This area is empty. There is a hidden rope hanging from the south eastern corner of the large hatch which allows access to the rowing-boat below.

9. Main Hold — This part of the hulk is flooded. Floating here (and moored so as to be hidden from above) is a rowing boat. In addition to oars, the boat has 2 large axes in it. In case of emergency, these would be used to hack through the rotting hull and the boat would provide a means of escape down the river.

AMBUSH BY THE KNAVE.

The Knave will have made haste from the inn and will almost certainly be here before the adventurers. He will not have gone on board, however, but will have concealed himself in the angle of a tree overlooking the hulk. His horse will be tied nearby. Using his belt and thief skills he will be able to avoid the adventurers when they arrive.

When the survivors of the fight on the hulk emerge, he will open fire on them. If it seems that he can kill them all easily, he will continue firing. If it seems that his life might be in danger, he will attempt to slip away.

6. THE KNAVE AS A THIEF-ACROBAT

The final scene of this module (the hulk) is an ideal setting in which to try out the thief-acrobat, and you might like to try giving The Knave this split class if you are running an AD&D™ adventure.

The Knave's level should remain the same (6) but his strength must be increased to 15 and darts should be exchanged for the crossbow and quarrels.

The thought of The Knave ambushing the survivors of the fight from the crow's nest by sending down a rain of darts and then escaping Douglas Fairbanks-style by climbing down the rigging, balancing along the boom or leaping to the bank is quite attractive....

CREDITS

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THE GUARDIAN OF THE KEY TO THE

PART 1: INTRODUCTION

This is an intermediate level mini-module which is for use with the ADVANCED DUNGEONS & DRAGONS® rules. It is designed to be used with a party of 4-7 characters of levels 3-6. The party should include a wide range of character types to deal with the problems presented in the adventure.

If you plan to play in this mini-module please stop reading here. The rest of the information is for the Dungeon Master (DM) only. Knowledge of the details of the adventure will spoil the game for all concerned.

Throughout the mini-module descriptions of monsters and their statistics have been standardised. The information given in brackets after the first mention of the monster's name and the abbreviations used, are as follows:

Armour Class (AC); Movement Rate (MV); Hit Dice (HD) or Class/Level; hit points (hp); Number of Attacks (# AT); Damage caused by attacks (D); any other notes eg Special Attacks (SA), Special Defences (SD); experience points (xp); Alignment (AL); Size (S).

The Guardian of the Key to Time is divided into three sections:

Part 1 (this section) is an introduction to the mini-module.

Part 2 is the adventure and encounter key for the wilderness area surrounding Auquhol's Mansion which has been subject to the side-effects of the disaster described in Part 1.

Part 3 is the detailed encounter key for the 'dungeon' located beneath the Mansion.

Two maps are provided. One shows the wilderness area of the adventure and the location of the Mansion, the other details the 'dungeon'.

DM's Background

Six months ago Auquhol, the Wizard-Legate of Tuifyrdi, returned to his mansion to begin a series of experiments. He had travelled the known world and visited other planes of existence in search of the key constituents to a series of experiments that he had long been planning.

Auquhol was growing old, and death from old age terrified him. He had long ago determined that all means of prolonging his existence by altering his own body would eventually fail, leaving him to die as any other man. Auquhol therefore arrived at a solution as bold and daring as it was foolhardy and misguided — if he could not alter his passage through Time, he would alter Time relative to himself.

In his researches Auqhol discovered that centuries earlier another Wizard, Leynun, had been working on a similar project, the local manipulation of Time. Leynun had created a device which he grandly called the Key to Time, intending to use it as the central focus of his final experiment. Before he could do so he died, and the Key was broken up and its parts scattered.

Auquhol returned to his library to seek for evidence of the Key's continued existence, and after long months among his tomes believed that he had found where several parts of the Key could be found. Securing his home against intruders, Auquhol set out into the worlds of men to seek the Key. After ten years of travelling, bargaining and outright theft, Auquhol had obtained four parts of the Key. He returned to his mansion and began to prepare the experiment which he had planned for so long. Three months passed, spent planning and gathering minor materials for the experiments, and then Auquhol began his spell casting.

One Autumn evening, when the first series of experiments were completed, the mansion and the surrounding area were shaken by a huge, soundless explosion. The last experiment had gone entirely wrong, the Key parts had caused a feedback effect which had run wild. Auquhol and his mansion had been caught in a massive timeblast, which killed him, and blew the mansion slightly off the Prime Material Plane.

This was not the only major effect of the blast. The entire region around the mansion suffered — it is now sealed off from the rest of the world inside its own moment of Time. Outsiders can stumble in, and do so from time to time, but once inside they are trapped in a twilight limbo, which is gradually running down into an ice age.

General Notes

The DM should make sure that all the characters who take part in this adventure have had their physiological ages rolled up for them by the players. The adventure is heavily concerned with Time and effects, and some manipulation of character ages does take place within the 'dungeon' section of the adventure.

Players' Background

Ideally, the players should be introduced to this adventure without any prior knowledge of what is about to happen to them. The exact method that the DM should use to do this is largely up to the individual's discretion, but the following introduction is offered as an example.

The party has been hired by the Council of Elders of a small town to transport a wedding gift to their liege-lord who is being married during the harvest festival celebrations — in another town some distance to the south. The wedding gift is a valuable jewelled amulet of superb workmanship (worth 4500gp) and a matching smaller brooch (worth 2500gp) in the shape of the liege-lord's heraldic arms.

For this service the adventurers are to be paid the sum of 500gp each, when they return from the wedding bearing the greetings of the lord. The Elders also agree to supply them with a guide, who will show them the quickest and most discreet route to the wedding.

During the course of their journey, which should take several, uneventful days, party and guide make good progress. However, the weather takes a seasonal turn for the worse, with autumnal mists and rainstorms. The party's guide wanders off course during a rainstorm as night is falling, and then manages to get himself killed when his horse falls down a mudslide.

The DM should then allow the party to find a rough trail which leads southwards, straight into the area affected by Auquhol's disastrous experiments. Once the party is within the area the DM should gradually introduce the elements of the landscape — the cold, the odd light, the leafless trees etc — until the party realises that something odd has occurred. The DM can then introduce an incongruous note by telling them that the terrain they are passing through looks familiar. If the adventurers continue to head southwards (even though they are stuck inside the area) the DM should allow somebody to find an item which could only have come from one of the party — a dagger dropped in the middle of the track, a stirrup or spur from a character. Once they realise that they are within some kind of 'zone' the DM should use his discretion as to what element of the mystery to introduce next.

PART 2: THE MANSION AND THE SURROUNDING AREA

General Notes

As a result of Auquhol's experiment, the region surrounding the remains of the mansion is largely cut off from the outside world. It is still possible to enter the area, but once inside, the local time distortion prevents anyone — or anything — leaving. Exiting the area appears possible, but is in fact impossible. Anyone attempting to do so will rapidly realise that as they walk away from the mansion in one direction they begin to approach it from the opposite direction. For example, a group which walked away from the mansion in a south westerly direction would find themselves approaching the mansion from the north east after a five mile walk.

The entire area has ceased to have a regular day/night cycle. At all times the region is in a grey twilight, without any apparent light source in the sky. The light source is all that remains of the sunlight that was falling upon the area when the accident happened. However, for those who are trapped within the area time appears to be passing at its normal rate — creatures still require sleep, magic-users and clerics can regain spells when the correct amount of subjective time has been spent in rest, etc.

The general climatic conditions within the area are markedly different from those outside. The area has been cut off from the major source of heat, sunlight, for two months. The heat retained by the ground and vegetation keeps the region from freezing completely, but this source of heat is gradually dissipating and the area is growing colder. The lake and river have frozen, and mist and fog have become permanent features of the weather. The area is too small to generate any real weather systems, such as rain or snow storms, but the constant cooling effect and the fogs ensure that, unless precautions are taken, everything becomes damp very quickly, eg bow strings will become useless in under three subjective hours.

Spell casting is affected by the temporal disturbances in the area. All spells dealing with prediction of the future (eg **predict weather**), summoning or conjuration of creatures (eg **monster summoning**), travel to, or contact with, other planes of existence (eg **phase door**), or weather control (eg **call lightning**) will not work or have a strictly limited effect bounded by the edge of the area. A **teleport** spell, for example, will not work if used in an attempt to move out of the area. The DM should use his or her discretion as to the exact limits of magic use within the area.

The Inhabitants of the Area

Before Auquhol's departure in search of the Key, parts the lands around the mansion were properly managed. The woodlands were carefully husbanded and kept free of vermin and major predators, the river and lakes were well stocked with fish, and the pasture lands were lush and verdant.

With Auquhol gone this management ended. Many creatures migrated into the area from the surrounding bleaker lands in search of easier pickings. The woods became the abode of predators, the lake was over-fished, and the pastures fell into disuse. The lake overflowed its banks, turning much of the pasture land into marsh, providing cover for even more unsavoury creatures. After the timeblast killed Auquhol and sealed off the area, many of the creatures that had moved in could not survive the increasing cold. Some, however, did survive, generally the strongest and toughest specimens. These creatures, along with the other unfortunates who have stumbled into the area since the disaster, now roam a twilight world in a constant search for food and shelter.

The DM may use any or all of the following encounters. Most are not tied to a specific geographical location and may be used at any point within the area. Some, in particular the mud-men, will only be encountered at one specific point.

1. **Six dire wolves** (AC 6; MV 18"; HD 3+3; hp 24, 23, 20(x2), 19(x2); # AT 1; D 2-8; xp 156, 152, 140(x2), 136(x2); AL N; S M) with **four wolves** (AC 7; MV 18"; HD 2+2; hp 20, 18, 17, 14; # AT 1; D 2-5; xp 95, 89, 86, 77; AL N; S S). These are the remnants of one of the packs caught within the area when the spell went wrong. They always act as though hungry, even when they have just fed, and are at the top of the food hierarchy. They may be encountered anywhere within the area.

2. **1-4 needlemen** (AC 6; MV 9"; HD 3+4; hp 28, 26, 25, 24, 23, 20, 18; # AT 1-6; D 1-2; SA Surprise; xp 169, 163, 160, 157, 154, 145, 139; AL N; S M). Statistics for seven of these creatures are given, because seven still exist in the area, but no more than four will ever be encountered in one place. Generally, if left alone, the needlemen will not attack anything except elves, whom they attack on sight. They may be encountered anywhere in the woodlands around the mansion.

3. **A meazel** (AC 8; MV 12"; HD 4; hp 27; # AT 2; D 1-4/1-4; xp 193; AL CE; S M), which has made its lair upon the island in the lake. Constantly searching for food, the meazel will only be in its lair 10% of the time. The rest of the time it will be using its natural thieving abilities of the 4th level of experience to sneak around and attack victims from behind with a strangling cord. Success with this attack indicates that the cord has been wrapped around the victim's neck. Victims will die from strangulation in two melee rounds unless they manage to break free, or the meazel is forced to relinquish its hold.

The meazel's treasure is stored in its island lair, intermixed with the bones of past victims. It consists of 143gp, three gold human teeth (worth 5gp each), a bloodstone (100gp), a zircon (200gp), a dagger with an amber pommel (120gp), a suit of waterlogged chainmail (50gp), a quiver containing three **arrows+3**, and a flask containing a **potion of extra-healing** (three doses).

The meazel may be encountered almost anywhere within the area, but it prefers to remain within half a mile of marshy ground.

4. **2-12 deer** (AC 8; MV 21"; HD 1+1; hp 6 each; # AT nil; D nil; xp nil; AL N; S S). The DM may choose to have several groups of deer in the area, using the same statistics for each group, and have more groups stumble into the area at times. The deer are the primary food source for most of the other inhabitants. They may be encountered at any point within the area, except the lake and its island.

5. **Three harpies** (AC 7; MV 6"/15"; HD 3; hp 19, 17, 12; +AT 3; D 1-3/1-3/1-6; SA singing & charm; xp 202, 196, 181; AL CE; S M) who prey upon the other creatures of the area, even attacking the wolves when they are hungry enough. The 19hp individual is armed with a **shortsword +1** (no special abilities). Harpies can emit sweet sounding calls. All those who hear these calls will proceed towards the harpies unless they save vs magic. Any creature touched by a harpy should also save vs magic or suffer the effects of a **charm** spell. The harpies carry little personal treasure. The 17hp one has a small vial of expensive perfume (worth 150gp) around her neck, and the third one wears a ring set with a small ruby (worth 200gp) on one of her claws. They may be encountered anywhere in the area, except in open countryside.

6. **Five mud-men** (AC 10; MV 3"; HD 2; hp 16, 14, 13, 10, 5; # AT nil; D nil; SA mud throwing; SD need magical weapons to hit, immune to certain spells; xp 60, 56, 54, 48, 38; AL N; S S) have arisen in the overflow from Auquhol's workshop. They are formed where enchanted waters collect and evaporate, concentrating the dweomer in the resulting mud.

Physically they are animated mud, and spend most of their time in a dormant state beneath the surface of a mud pool (in this state they are immune to all but spell attacks), and only rouse themselves if anyone enters their pool. It takes them one melee round to do so, and once like this they are vulnerable to attacks by magical weapons as well. They cannot sense opponents beyond their pool.

Mud-men attack by hurling mud (maximum range 6") at their opponents, who are considered to be AC 10 (modified by dexterity) when determining hits. The mud hardens on impact and slows the movement of the victim by 1" per hit. Once the mud-men are within 1" of an opponent they hurl themselves rather than a blob. A hit kills the mud-man but slows the victim's movement by 4". A miss means the mud-man must spend the next round reforming.

Once a victim's movement rate is zero or below he is unable to move or wipe the mud away, and begins to suffocate, taking 1-8 points of damage per round until his mouth and/or nose are cleared. The victim will die from suffocation in five rounds unless rescued. Hardened mud can be broken away from partially or wholly immobilized creatures, restoring 1" of movement rate per five rounds.

Mud-men are only affected by spells which cause physical damage, and by **dispel magic** and **dig** (as though by a **fireball**) and **transmute mud to rock** (which kills all mud-men it is able to affect — no saving throw). They are immune to poisoning. When dormant, damage caused by spells which do not have an area of effect (eg **magic missile**) is divided among them (dropping fractions) because the substance of their bodies is spread throughout the pool.

Once all their opponents have left their pool or been killed, the mud-men will sink back into the ooze from which they came.

Further details of the mud-men will be available in **Monster Manual II**, which will be on sale soon.

Topography

The three important features of the landscape are located in the middle of the area. They are described below in numbered sections. The other notes given here are intended as guidelines for the DM.

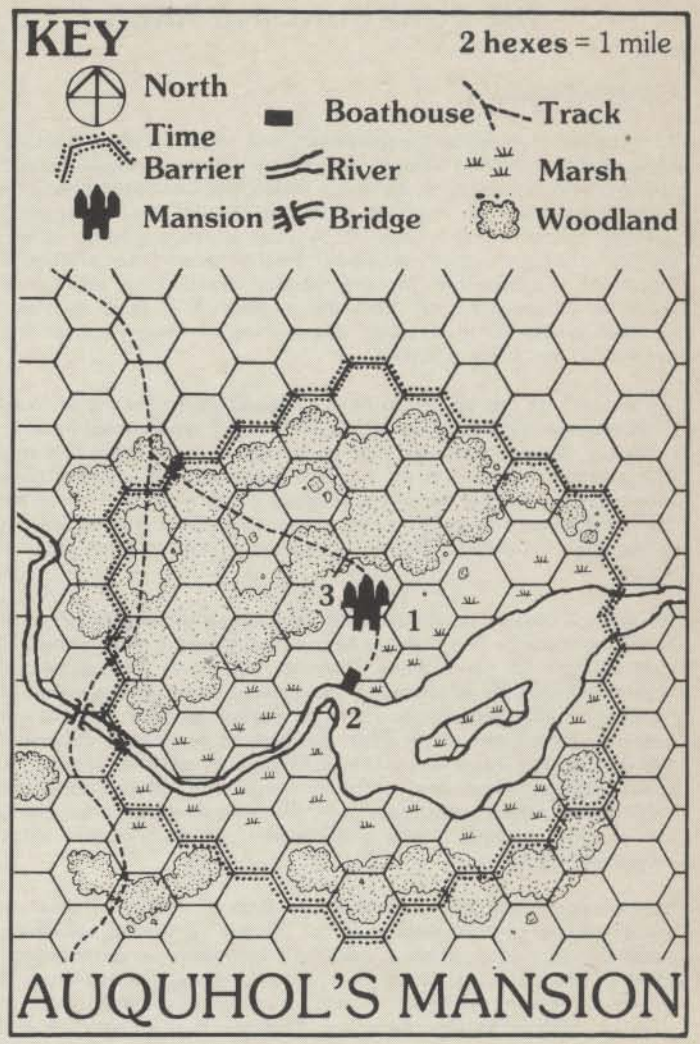
All the natural features of the area are starting to show the effects of the lack of warmth and light. The grasslands and pastures around the mansion are yellowing and dying, and the trees throughout the woodlands have shed their leaves. Little cover or food remains for the creatures who live there. The marsh plants have also lost their leaves, and most of the marsh has frozen solid, providing a reasonable surface for travelling across (no penalties will accrue for moving in marshy areas). The lake and river have likewise frozen solid, and are firm enough to be walked on without any danger of falling through.

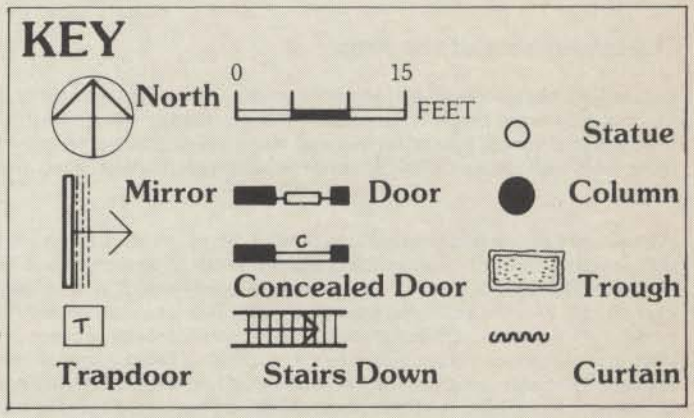
1. The Mansion Overflow
Only one stretch of water remains unfrozen, between the mansion and the lake. This is the abode of the mud-men (see **The Inhabitants of the Area**). This part of the marsh lies directly in the path of the overflow from Auquhol's laboratory. Although the waters and other detritus which flowed from the laboratory were not 'magical', they did have an aura of magic about them. Over the course of Auquhol's experiments the dweomer built up in this region of the marsh, causing the mud-men to form and preventing it from freezing when the disaster struck.

Hidden in the mud are the remains of the mud-men's past victims. Among the bones of wolves, a harpy and a deer, are the remains of a dwarf and an elf. The dwarf's body wears a suit of **plate mail +1** (dwarf sized), and carries a shortsword with gold inlay and a silver scabbard (worth 225gp). The elf carries a **longbow +1**, which has warped out of shape and must have the attention of a master bowyer for 1 month before it is usable again, and has 3 gems in his belt pouch: a carnelian (150gp), a topaz (200gp) and an opal (400gp).

2. The Boat House
Auquhol's boat house is a simple, wooden building, some 35 feet long, 20 feet wide and 12 feet high, set on the lakeshore and projecting into the water. The boat house has two entrances. At the end of the building set in the lake are two large doors, which are now frozen into the ice in a half open position. A single door stands ajar in the centre of the northern wall. A rough track, now overgrown, leads to the mansion.

Inside, the building does not have a floor, merely a catwalk which runs around a central mooring pool for boats. Tied to mooring posts in this pool are three, semi-rotten rowing boats. All are frozen into the ice of the lake. On top of one of the mooring posts is a leather helmet. The body of its owner lies in the bottom of one of the rowing boats.

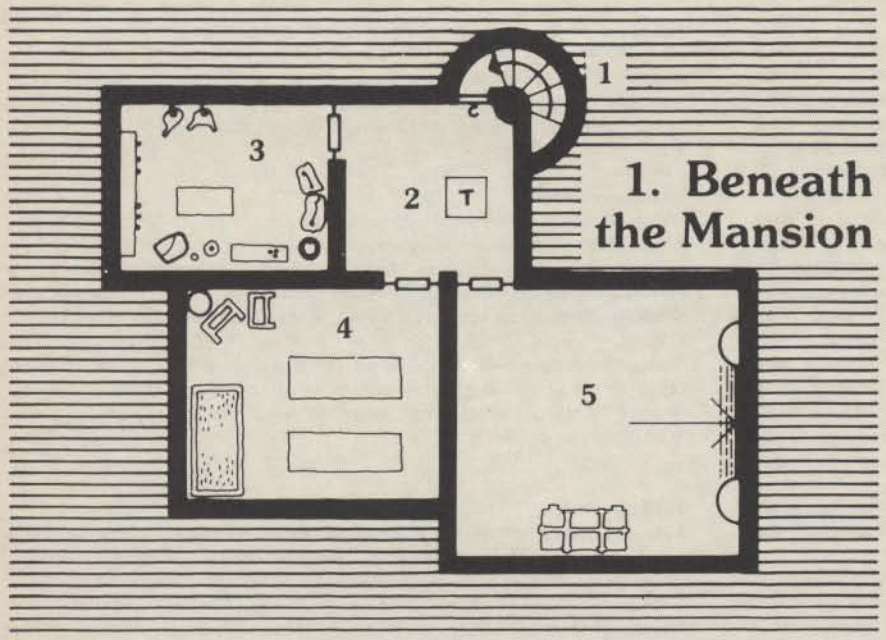




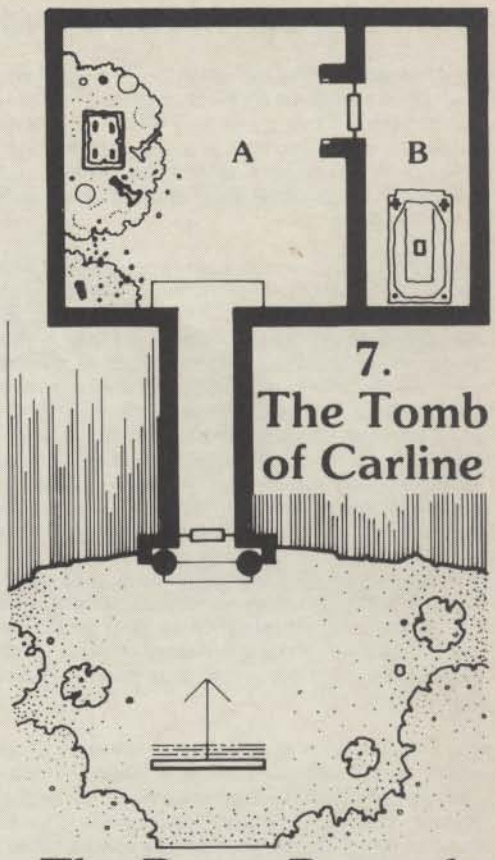
The body is that of a young woman, dressed in clerical garb over a suit of chainmail. The equipment on the body has suffered because of the damp and cold, but the armour and **shield +1** are still usable, as is the mace. In the woman's backpack are iron rations (now stale), a full wineskin (still drinkable), rope, a set of ceremonial robes (including a medallion worth 200gp), a blanket and a scroll case. Inside the scroll case are three scrolls. The first has the spells **cure disease**, **neutralize poison** and **glyph of warding** upon it. The second is a **scroll of protection from undead (shadows)**. The third bears a cryptic little verse:

> The withered finger points the trail,
> To places where all ventures fail.
> And on four planes you'll pass your way,
> Regret the way you came this day.

This verse relates to the image of Auquhol's body that the party may find in the ruins (see below), and the route down into the 'dungeon' which they may take in search of an escape route out of the area.

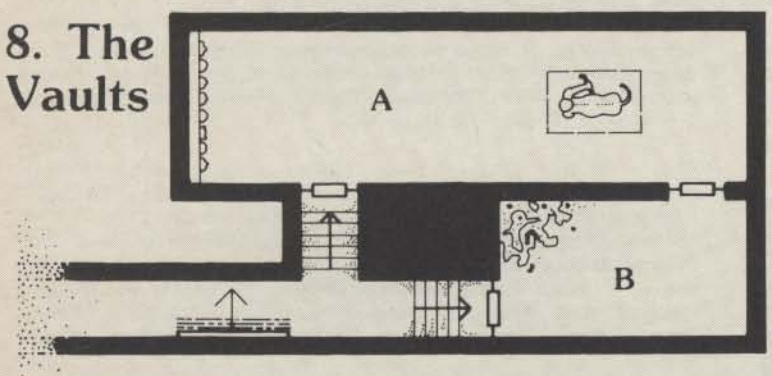


1. Beneath the Mansion

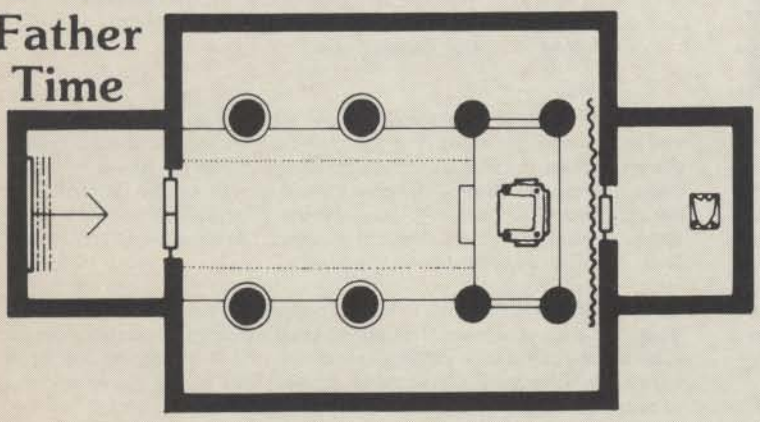


7. The Tomb of Carline

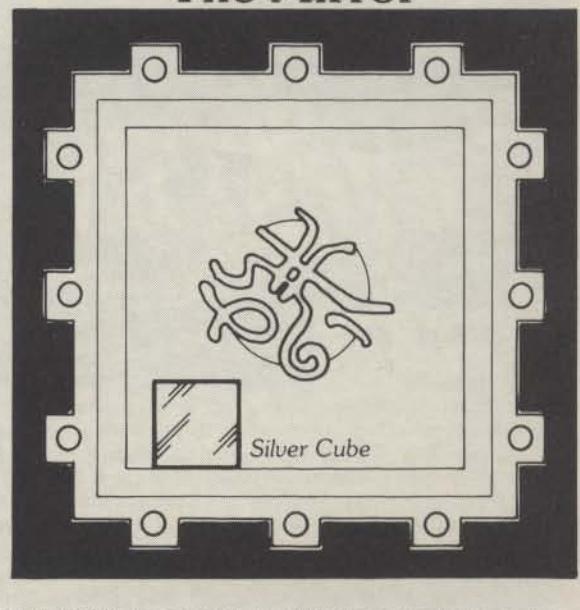
8. The Vaults



10. Old Father Time



11. The Room Beyond The Mirror



3. The Ruins of the Mansion

The remains of the mansion are the strangest element of the area. The mansion has been removed from the Prime Material Plane by the timeblast which killed Auquhol. It has not been moved entirely to another Plane, but now rests in its own inaccessible pocket of space.

However, a shadow of the mansion is still visible on the air where it used to stand, a kind of three-dimensional, insubstantial memory. The building itself appears to be intact, but this is not the case. Physically little remains of the mansion, merely the broken remnants of the stones which formed the base of the walls, now curiously fused and melted down. Above these ruins floats an image of the mansion as it was before the timeblast. This intangible piece of elegant architecture is constructed in fine white stone with discreet, coloured brickwork. The walls and other features of this image can be passed through by any object or person, although anyone who does so will feel a deep chill at the time. Inside the outlines of the building the furnishings are also insubstantial images, although richly appointed.

Once the party is inside the mansion it is safe from attack by any of the area's inhabitants (eg the wolves or the harpies). The creatures within the area are extremely wary of the unnatural characteristics of the mansion.

If the adventurers search the 'ground floor' of the mansion they will eventually find an image of the body of an ancient, withered magic-user, wounded unto death by some terrible explosion.

This is the body of Auquhol, who suffered the same fate as the mansion — being blown off the Prime Material Plane by the timeblast. He did not die immediately from his wounds and the shock of the blast, but managed to crawl a short way towards his underground laboratory entrance in an attempt to reach help. His right hand is outstretched towards the image of a trapdoor set in the floor, below which is a flight of spiral stairs leading down into the 'dungeon' beneath the mansion.

This ends the first part of the adventure.

PART 3: BENEATH THE MANSION

The 'dungeon' part of the adventure is divided into two sections — the 'real' cellar beneath the mansion, which Auquhol used as a laboratory, and a region of space and time which have become impressed with Auquhol's memories. This is a side-effect of the individual Key parts acting upon the mind of Auquhol. The memories which have been saved are those of the circumstances under which Auquhol obtained each one of the Key parts.

Experience point awards and the acquisition of treasure are handled in a non-standard manner in this part of the adventure. All treasure, magical items and experience points that characters gain in PART 2: **The Mansion and the Surrounding Area** and in the first section of the 'dungeon' may be kept at the end of the adventure. Once the adventurers have entered Auquhol's memories they will continue to gain treasure and magical items, but these will disappear when the party emerges. They are not the actual treasure and magical items, merely the memory of them. Within Auquhol's memories the magical items and practical items of treasure will function as normal. Any experience points earned from the memory encounters will, however, be permanent gains, as the characters learn from what they encounter.

Any characters who die (from any cause) while the party is within Auquhol's memories may not be permanently dead. There is a chance that they will return to life once the party is no longer within the memory region. The chance of any individual returning to life is the equivalent to the System Shock survival percentage (**Players Handbook**, p12, Constitution Table).

The DM may wish to extend this adventure by allowing characters to search for the real world locations that Auquhol's memories show. It is left to the DM's discretion whether or not to place these encounters within his campaign, and to assign a value to the Key parts which would be obtained by characters visiting these locations.

The Dungeon Key

1. The Stairwell
Beneath the image of the trapdoor, a 5' wide spiral staircase disappears into the darkness. The steps and walls are covered with patches of a slimy, black goo. The black slime is harmless and any heat kills it immediately, but it is extremely slippery. The steps are also covered with a light frost, so that any character has a chance of (40 — Dexterity)% of falling down the stairs, taking 1-4 points of damage as they do so.

At the bottom of the stairs there is a small, bare area. A locked, concealed door exists in the south wall. Ice has formed in the lock, so that, unless heat is applied, thieves suffer a 10% penalty when trying to pick it.

2. Hallway
As soon as a member of the party opens the door at the bottom of the stairs and steps into the room, a **magic mouth** spell is activated, and says the following in Common:

> 'Master, we have visitors. They are ungracious to come here without an-invitation. You said you needed fresh bodies, so I suppose they can stay.'

Auquhol set this spell when he still spent much of his time in his cellar workrooms, to be triggered when anyone but he entered the chamber.

The room contains little of interest. Although obscured by frost, the walls, ceiling and floor are covered by a design of inlaid tiles in which the motifs of an hourglass and a sundial are endlessly repeated amid scenes of alien life, wherein strangely-dressed humanoids are seen travelling in mysterious containers. One section of these tiles lifts up to reveal a well. Any character who walks upon this section of the floor will fall through, taking 1-6 points of damage from the fall and 1-4 points of damage from falling through the now-frozen well water.

3. Storage Cellar
This was obviously a food store. Hanging from the ceilings are hams, joints of venison and beef, gamebirds, sacks of grain and vegetables, bundles of herbs and spices, and a pumpkin. In the corner of the room stands a small cask of salt. All of this food is now rather mildewed and covered in frost, but there is a 25% chance of any item being fit to eat.

Along the western wall is a winerack containing 48 bottles of wine. There is a 3 in 8 chance that any bottle will be undrinkable due to the change in temperature. Any wine that is still drinkable will be worth 30-180gp per bottle.

4. Laboratory
Auquhol used this room as a laboratory when he experimented with life extension. Since then, extra workbenches have been moved in from the Room of the Mirror (area 5), so the room is now somewhat cluttered.

The major feature of the room, partially hidden by a stack of benches, is a 4-armed statue of a male humanoid. In each hand the statue holds a bowl; in one is oil, in another ice, in a third dust, and the last is empty. If anything is placed in the bowls, or if any of the arms are interfered with independently, all four arms will animate, tipping the contents of the bowls onto the floor. A cloud of dust will arise instantly, affecting anyone immediately in front of the statue. These characters must then save vs breath or be blinded for 2-12 turns.

Only if all four arms are pulled together will a small, thief-proof compartment in the base of the plinth open, jettisoning an amber liquid from a small tube, which suppresses the irritant quality of the dust. In the compartment are several small parchments, wrapped in hide; documents obtained by Auquhol at the beginning of his researches. One shows a representation of a Key, which will enable the party to recognise the objects when found (encounters 7, 8, 9, and 10). Another parchment has a list, showing the locations of the Keys thus:

1st Key	**The Tomb of Carline**
2nd Key	**The Vaults Beneath the Capitol Museum**
3rd Key	**The Village of Children**
4th Key	**Old Father Time**

If the DM intends to have the party seek these items again in 'real' time and space, as suggested at the beginning of Part 3, he or she may allow the characters to roll percentile dice to see if they have ever heard of these places. The Capitol Museum should be well-known (20% chance per character), but Carline's Tomb and the Village of Children are more obscure places (5% chance per character). The location of Old Father Time is unknown to anyone in the party.

All the tables and benches in the laboratory are covered in alchemical equipment. Most of the bottles and flasks have dried out, but one or two still contain some foul-looking brews. On one of the tables are three flasks containing viscous-looking liquids. Two of the flasks contain **potions of longevity**, the other is a **potion of extra healing**.

Nearby lie two books and a pile of notes. The notes relate to Auquhol's researches into longevity and are worth 1000 gp to a sage specialising in human biology. The first book is a travelling spell book containing the spells **animate dead** and **magic jar**, the other is entitled 'The Lich — myth or reality?' and is worth 2500gp to a sage or magic user.

The room contains several other items of value. In one corner, hidden behind a pile of glassware, is an orrery — a mechanical device which demonstrates the movement of the Sun, Moon and other planets about the Earth — worth 750gp. On one of the tables stands a pair of hourglasses made of gold inlaid with gems (worth 200gp each).

In the southwest corner of the room stands a large, stone drainage trough, which is the source of the dweomer-laden water which has given rise to the mud-men. The bottom of the trough is filled with mud, and there is a 15% chance of a mud-man appearing if the mud is disturbed (see PART 2, **The Inhabitants of the Area** for details of the mud-men).

5. The Room of the Mirror
This was one of Auquhol's laboratories until he cleared it to make space for the room's dominant feature — a large 'mirror' which stretches along the eastern wall. The only other features of the room are a large chest against the southern wall and a pair of columns, apparently holding the mirror up, but actually **two caryatid columns** (AC 5; MV 6"; HD 22 hit points (attack as 5 HD monster); # AT 1; D 2-8; SD 25% chance of any weapon breaking when used to hit the column, -5% per magical 'plus', +4 to all saving throws; 280xp; AL N; S M) which are programmed to attack anyone who attempts to strike the mirror.

The chest is locked, with a poison needle in the lock. Inside are a golden sundial inlaid with platinum wire (worth 500gp), a silver moondial inlaid with gold wire (worth 300gp), a **helm of underwater action**, a **dagger +1**, a **bowl of watery death**, and a box with a **fire trap** on it. The fire trap will do 1-4+7 points of damage if set off. Inside the box are three scrolls. The first has the spells **blink** and **gust of wind**, the second the spell **dig**, and the third the clerical spells **silence 15' radius**, **speak with dead** and **cure serious wounds**.

The mirror is more than a looking glass. It does show a reflection of any character who looks into it, but this reflection is always, to begin with, of the character as a child. Gradually the reflection changes until it appears to die of old age. Throughout the process the reflection will aways be recognisable as that of the character. At times (1 in 4 chance per turn) the mirror will show a reflection of an old man (Auquhol) in wizardly garb — the same man whose image points towards the trapdoor in the mansion above. If anyone examines the reflection they will notice that the man is carefully holding four grey bars about 6" long. Furthermore, anyone with an Intelligence of 16 or greater may be able to read his lips and make out the words 'Key to Time'.

Anyone who touches the mirror will discover that, apparently, it does not exist. The mirror is actually the gateway to Auquhol's memories, and can be walked through without visible harm, but anyone doing so will feel a wrenching sensation, and age 1-4 years.

Auquhol's Memories

6. The Elements
Once the adventurers have passed through the mirror they will not be able to see it from this side. Around them stretches a zone of white, cloud-like vapour, which obscures all vision beyond 30'.

No matter which direction the characters take, five minutes will pass while they cross this zone. Towards the end of that time the atmosphere will grow damp, and the adventurers will find themselves walking through a torrential downpour. This will also take about five minutes to walk through, regardless of which direction the party takes. The downpour will then gradually abate, and the characters will find themselves standing on a muddy plain (which will dry out as they proceed) which stretches as far as the eye can see. After a further five minutes walk the plain will take on a cracked, sunbaked appearance and the air will grow hot. As the party proceeds the air will grow even hotter and gouts of flame will appear from the cracks in the plain, which will now be seen to be made of black basalt. This region will also take five minutes to cross at a walking pace (two minutes at a running pace), and the characters should make a saving throw vs death magic or take 1-6 points of damage due to the super-heated air entering their lungs.

After the characters have crossed this basalt plain, they will find themselves entering a zone of featureless grey. After walking for five minutes in this zone they will come upon another mirror, apparently identical to the one they passed through in the mansion cellar. Passing through this mirror will not take the party back to the cellar, but to area 7 (detailed below) and age them all 1-3 years.

7. The Tomb of Carline
As the adventurers emerge from the mirror this time, they will find that it is still behind them. In front of them is a small clearing at the bottom of a cliff face. Let into the face of the cliff is a doorway. The feature of the area that the characters will most easily notice is that it tends to fade to grey nothingness as they wander further from the door, until all distinguishing features disappear.

The doorway is large and imposing, with a complex seal across the lock. Once the seal is broken, a thief will have no trouble picking the lock, which is not trapped. Behind the door, a corridor of rough-hewn stone stretches into the cliff. At its end, it widens into a chamber (A) filled with treasure, but this treasure is insubstantial and slightly grey. None of it may be removed. The only part of the room which has any reality at all is the door leading to the burial chamber (B), which is again sealed.

Breaking this seal will not alone disturb Carline, the **mummy** (AC 3; MV 6"; HD 6+3; # AT 1; D 1-12; SA fear; 1406xp; AL LE; S M) who was buried in this tomb. The mummy, dressed in ragged clothes, and wearing a thin gold circlet (apparently worth 50gp) about its brow, is securely bedded in a coffin against the southern wall. The mummy will only be roused if anyone touches the inlaid wooden box (apparently worth 125gp) which rests on top of the coffin. Inside this box is a small grey rod, covered in runes (which are indecipherable even with a **read magic** spell). This is a part of the Key to Time.

There is nothing else of interest in the room, which otherwise appears slightly grey and insubstantial. Anyone passing through the mirror from this side will not be transported back to the Room of the Mirror (5) in the mansion cellar, but into the small section of Dungeon (8) detailed below. Passing through the mirror from here will age any character 2-4 years.

8. The Vaults Beneath the Capitol Museum
Again, as the adventurers step out from the mirror they will find that it still 'exists' in the wall behind them.

Towards the west, the corridor grows grey, misty and insubstantial after only 10 feet or so. To the east, the steps down to both doors are filled with webs, as though caused by the second level magic user spell.

The main room (A) has plain stonework floors, steps, walls and ceiling. It has but two features of note. The first is a **statue of a Centaur** (AC 2; MV 18"; HD 4; hp 20; # AT 3 (missile) or 1 (melee); D 1-6 (arrow); or 1-4 (bow as club); xp 165; AL NG; S L), with a bow and quiver full of arrows, placed in the centre of the lower part of the room.

The second is a row of masks, male and female, in four different metals: silver, electrum, gold and platinum, hanging on the west wall. If any of these are moved or removed by the party, the Centaur will animate, firing arrows at a rate of three per round and yelling (in Centaur) 'Leave them alone — they are not for you!' He has an endless supply of arrows, and in close combat will swing his bow like a club. Near death (5hp or less) he will surrender, weeping tears if the masks are then taken.

The masks will radiate a magical aura if **detect magic** is cast but their nature cannot be identified. This can only be done through the wearing of each one. When this is done, the mask's property is discharged and it then disintegrates. The wearer's features will have subtly altered to match the features on the mask, and in addition each confers a 'gift', as follows:

Silver Male:	**+1 to Prime Requisite**
Silver Female:	**+1 to Charisma**
Electrum Male:	**-1 to Prime Requisite**
Electrum Female:	**+ d8 for extra hit points**
Gold Male:	**gain one full level**
Gold Female:	**reverse alignment (normal xp penalty)**
Platinum Male:	**receive a cursed weapon (determined randomly)**
Platinum Female:	**reverse sex**

The smaller room (B) is the abode of a **wight** (AC 5; MV 12"; HD 4+3; hp 20; # AT 1; D 1-4; SA energy drain; SD need silver or magic weapons to hit; 645xp; AL LE; S M) who will attack anyone entering the room. In one corner is a pile of offal and old clothing, and it is here that the wight keeps its treasure (taken from past victims).

Apart from the clothing (worthless) and 27gp, this consists of a short sword and a grey rod covered in indecipherable runes. This is another part of the Key to Time.

Mervyn the **short sword +3** (AL LN; powers: **detect evil 1" radius**, **heal** 1/day, **cause insanity**; Languages spoken: any at DM's discretion; Int 18; Ego 19+) used to have a special purpose (hence the insanity power), but has forgotten what it was — 'What do you expect when superior workmanship is left to go rusty in a wight's lair. A wight mind you, not even a worthy undead like a lich, but a wight. No wonder I get a terrible pain in the pommel and a spot of rust on my scabbard, but I never have found anyone worthy of carrying me, hardly surprising really....'

Mervyn's powers are likewise depressed and depressing. He must be talked round to the idea of combat ('Is there really any point?') 75% of the time, otherwise he acts as a **short sword +1** without special powers. His insanity causing ability is limited to inducing suicidal mania (**DMG** p84).

Passing through the mirror from this side will age any character 1-4 years and take him or her to the next encounter area (9. The Village) detailed below.

9. The Village of Children
There is no map for this encounter, because it should not be required.

As the adventurers step through the mirror this time they are greeted with a depressing sight. Sleet is falling slowly, and threatening to put out the fires of the smouldering wooden huts that surround them. They are standing in the centre of a small village which looks as though it was raided and plundered about twelve hours ago. Most of the buildings are burnt to the ground, and the ashes are now steaming rather than burning. All the buildings, except one, have a tinge of grey unreality about them, which becomes more marked further away from the centre of the village until the forest which surrounds the village fades entirely to grey. The only building which has an air of reality is the largest one in the village, a circular hut about 25 feet across. It has not been burnt at all. Lying in the doorway is the body of a human male child dressed in rags.

Inside the building it is dark and smells of blood and smoke. Lying in the centre of the room is the body of a young female child, and kneeling over the body is another, remarkably similar, child. The second child is, however, a **doppelganger** (AC 3; MV 9"; HD 4; hp 23; # AT 1; D 1-12; SA Surprise on a 1-4; SD immune to sleep and charm, saving throws as 10th level fighter; 422xp; AL N; S M) which has just apparently slain the first child.

If the doppelganger is overcome, the body in the doorway will rise as a second, identical doppelganger, and if this in turn is defeated, then the prone child in the centre of the room will rise as a third.

In a pouch around the 'dead' child's neck is a grey rod covered in runes — another part of the Key to Time. If a **command** spell is cast at this child, and the word 'rise' is spoken before the child has become a doppelganger, then, no matter what else is happening around it, the child will rise and give the Key to the nearest character.

There is nothing else of interest in the hut.

Passing back through the mirror from here will take the party to Old Father Time (10) detailed below, and age them all 1-3 years.

10. Old Father Time
This time the characters emerge into the ante-chamber of a large throne-room. Ahead of them two great, redwood doors have been thrown back, showing the room ahead. This vast chamber seems to have been carved out of glazed chalk, so white does it seem. As the characters pass through the door, they may feel they see dancing apparitions, faint and short-lived; women and men dancing and beckoning them forward....

The room is dominated at its further end by a massive throne, of lustreless, black stone. On it is seated a **giant skeleton** (AC 6; MV 12"; HD 5; hp 30; # AT 1; D by weapon; xp 240; AL N; S L), 10 feet tall, bearing a huge silver scythe that inflicts 2-12 points of damage. The skeleton will attack anyone who enters the room. An undecipherable rune painted on its forehead prevents it from being turned by a cleric.

Behind the throne, a curtain conceals a second room of more modest dimensions, in which there is a single coffer, the lid of which has been fashioned out of a **shield +3**. The coffer is not locked and contains the fourth Key.

When the adventurers pass back through the mirror from here, they are taken to the Room of Mirrors (11, below). Passing through the mirror this time ages the characters one year.

11. The Room Beyond the Mirror
As they emerge from the mirror this time, the party finds itself in a room where each wall is made of mirrors, with endless reflections of the contents of the room. If they return through the mirror again now, they will return to the Room of the Mirror (5), and will effectively have returned to that area just as it was when they left it.

In mirrored niches along the walls, there are several stone statues, all human with the exception of one elf, and of varying classes. In the centre of the room, the marble floor is engraved with a strange cypher, giving off a sparkling aura. Any person entering the area of the cypher will be turned into stone, as the statues. By contrast, should a statue, including one formed from a member of the party, be placed in the area of the cypher, they will be returned to flesh. The human statues who have been in their niches for many decades, will instantly turn to dust, but party members and the elf would be restored to life.

The **elf** (AC 7; MV 12"; Fighter/Thief 2/2; hp 7; # AT 1; D by weapon; xp 84; AL CN; S M) will introduce himself as Sorensenn, who came to this place before Auquhol took it over. He wears **leather +1** and carries a **dagger +2**. He will be very disorientated, particularly if the party is able to prove that several decades have passed since his imprisonment commenced. His own sense of the passing of time has betrayed him. In his confusion, much of what he observed over the long years will not return to him in coherent fashion, but he has two vital pieces of information for the adventurers. First, he can tell them how to align the Keys so that they will activate, although he has no idea of their function (Auquhol rehearsed the experiment in this room). Second, he knows the location of Old Father Time, and can lead the party there.

In the corner, there is a silver block, of vast dimension, inscribed with unreadable, magical runes which are clearly in the same language as the markings on the Keys. On each side of the cube there is a single hole, and the Keys must be inserted simultaneously and turned once counter-clockwise. If a single key, or anything less than all four, is turned, then a noiseless shock wave will emanate from the block, and characters should save against death magic or take 1-10 points of shock damage. This was the mistake that Auquhol made. In a sense, the party is lucky — the fact that the block has already unleashed the full potency of its power has reduced its effect now. The shock wave will be repeated each time that the party attempts to turn any less than four keys in the cube.

As soon as this is done, every adventurer will suffer from an instant blackout. Their actions have not caused the true function of the Cube to occur, since Auquhol's experiment has so radically misshapen the nature of reality in this area, but it has undone the harm he caused. When they awake, which will be at a time scant minutes after they first entered the mansion, the party will find itself strewn about the ruins of the mansion. The illusion of the building as a whole will have vanished, and the whole of the underground level will be blasted and turned to rubble. Areas 5 and 12 will have been utterly destroyed. Sorrensenn will not be with the party.

And Finally....

The DM may now choose what was real and what merely a dream from the adventure that has taken place. If he or she does not intend to take this storyline any further, it may be best if the party is allowed to keep all the treasure it has discovered throughout the adventure and gain all the experience from combat. However, if the DM wishes to allow the party to search again for the Keys to time, the party should emerge from the mansion without any of the artifacts from the imaginary encounters (7-12), including the effects of the masks, and the encounters 7-10 should be placed within the campaign, perhaps altered in some details. The main gain for the party will then be knowledge, of the location and dangers inherent in searching for the Keys to Time, and they can then attempt to discover just what would happen if the experiment were carried out properly.... Regardless, the party should keep all the experience points gained from combat throughout the adventure, since the dangers were very real.

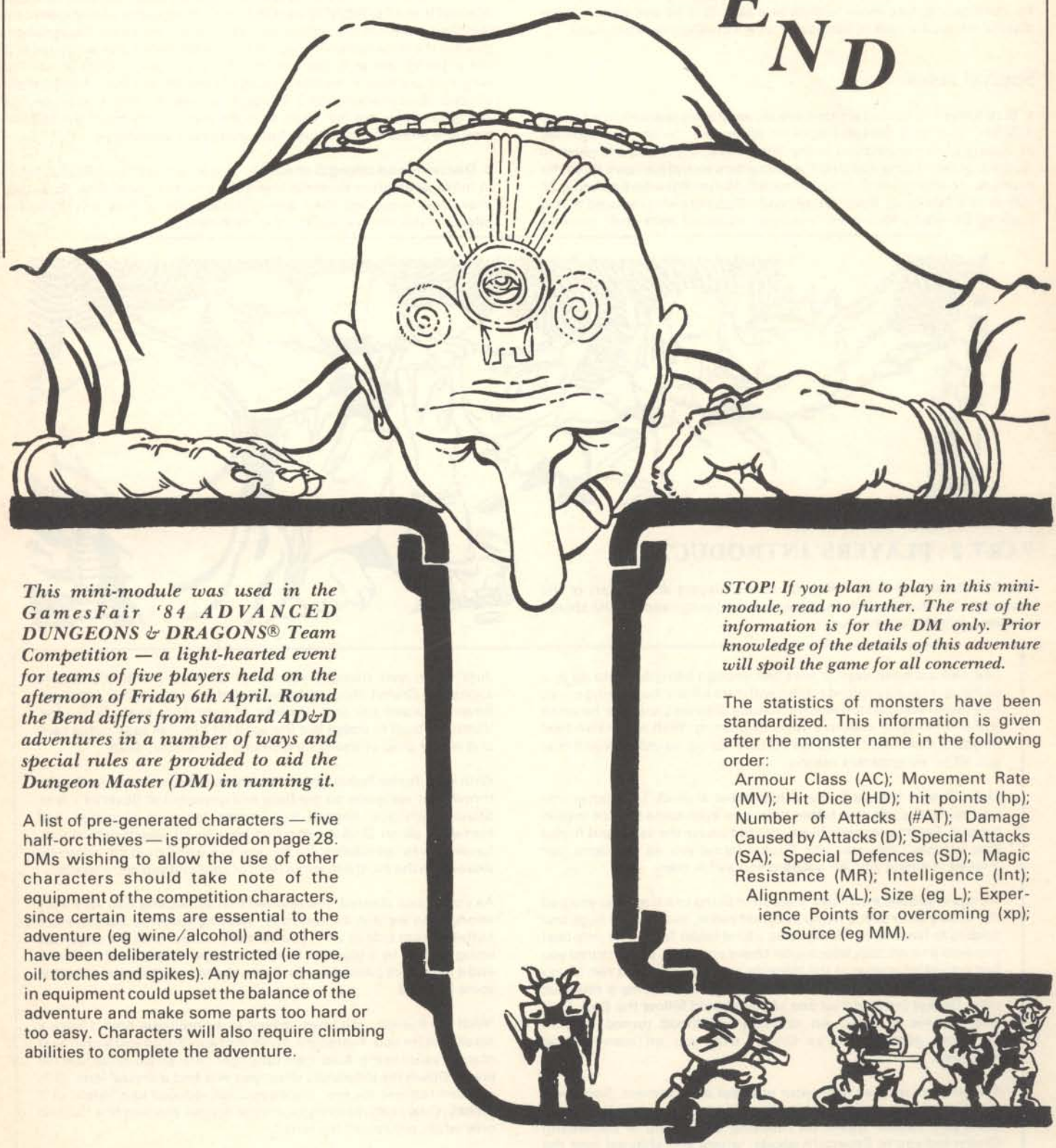
Of course, even if they find the Keys to Time again, there is a little matter of digging a hole fifty feet into the ground to find the Cube....

Credits

Original Concept	John Williams
Development by	Mike Brunton & Paul Cockburn
Cartography	Paul Ruiz
Art	Tim Sell

GAMESFAIR '84 AD&D™ TEAM COMPETITION MODULE

ROUND THE BEND



This mini-module was used in the GamesFair '84 ADVANCED DUNGEONS & DRAGONS® Team Competition — a light-hearted event for teams of five players held on the afternoon of Friday 6th April. Round the Bend differs from standard AD&D adventures in a number of ways and special rules are provided to aid the Dungeon Master (DM) in running it.

A list of pre-generated characters — five half-orc thieves — is provided on page 28. DMs wishing to allow the use of other characters should take note of the equipment of the competition characters, since certain items are essential to the adventure (eg wine/alcohol) and others have been deliberately restricted (ie rope, oil, torches and spikes). Any major change in equipment could upset the balance of the adventure and make some parts too hard or too easy. Characters will also require climbing abilities to complete the adventure.

STOP! If you plan to play in this mini-module, read no further. The rest of the information is for the DM only. Prior knowledge of the details of this adventure will spoil the game for all concerned.

The statistics of monsters have been standardized. This information is given after the monster name in the following order:

Armour Class (AC); Movement Rate (MV); Hit Dice (HD); hit points (hp); Number of Attacks (#AT); Damage Caused by Attacks (D); Special Attacks (SA); Special Defences (SD); Magic Resistance (MR); Intelligence (Int); Alignment (AL); Size (eg L); Experience Points for overcoming (xp); Source (eg MM).

INTRODUCTION

This mini-module consists of five parts:
Part 1 (this section) is an introduction to the mini-module for the DM and includes the special rules used in the adventure.
Part 2 is the players' introduction which sets the scene for the adventure.
Part 3 describes the section of the wizard's drains where the adventure takes place.
Part 4 provides a number of optional endings to the adventure.
Part 5 lists the five characters used in the Team Competition and their equipment.

Round The Bend is designed for fun, and places the characters in an unusual situation. Caught by the wizard Severad while attempting to rob his citadel, they are reduced to a height of 2 inches and sent to recover an **eye of minute seeing** (a crystal lens) which Severad lost down his drains. Severad is a 16th level wizard researching into the magical reduction of objects and creatures. **Eyes of minute seeing** are essential to his work, so the appearance of the half-orc thieves is fortuitous.

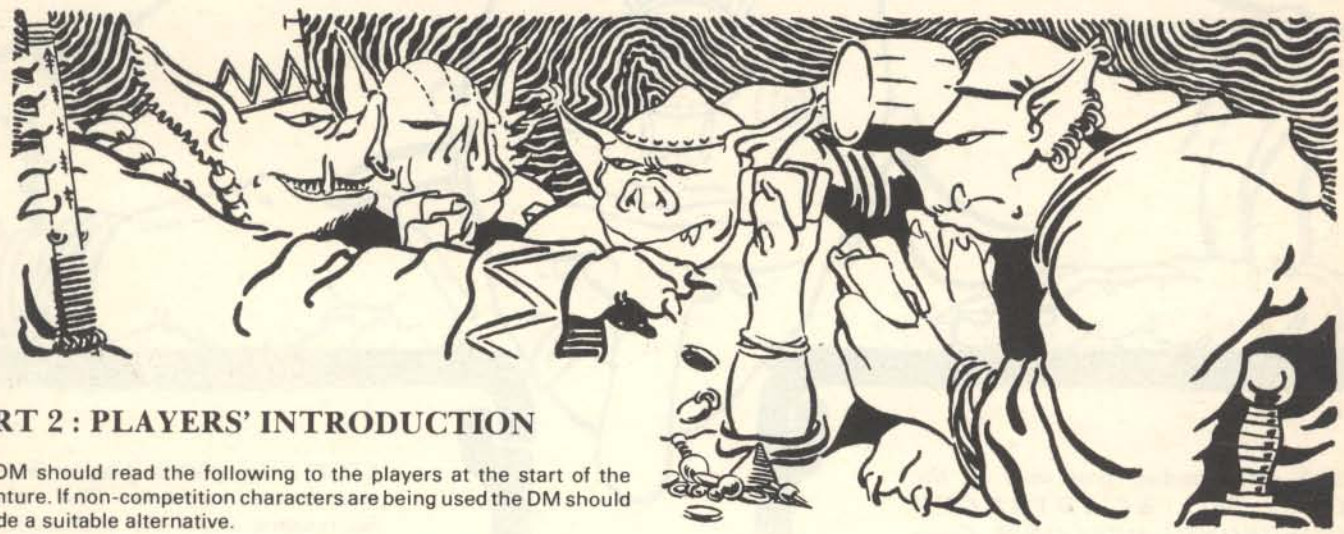
The characters are reduced by a special wand developed by Severad and he alone can restore them to their true size. This he will do only if the players return the lens to him (see Part 4 - Ending the Adventure).

Special rules

1. **Size Ratio** — The characters have actually been reduced by a ratio of 1:36 but, to simplify the running of the adventure, the world is regarded as having grown in relation to the characters. Distances are given in 'subjective feet' ie the size that the characters would perceive them (for example, an object 1 inch long will appear to the characters as being 36 inches or 3 feet long). Spell ranges and effects are also reduced to this scale by Severad's magic. For example, a clerical **light** spell normally has a range of 12", (120 actual feet — far longer than the section of drain covered in this adventure!). However, once the adventurers have been reduced, the actual range is only 3 feet 4 inches (120 subjective feet). Similarly, combat and climbing distances are given in subjective feet. The map shows two scales: real scale and subjective scale. Subjective scale is used at all times during the adventure.

2. **Monsters** — Most of the monsters encountered in this adventure are smaller versions of the ones found in the **Monster Manual, Monster Manual II** and the **FIEND FOLIO®** Tome. Unless otherwise stated in the text their statistics are considered to be exactly the same. Exceptions to this are the enormous rot grubs at encounter area 2, the wrigglies at 3, the gigantic rats at 9, the troll at 10 and the green slime at 15. The wrigglies are new monsters created specifically for this adventure and are described in encounter 3. The gigantic rats, enormous rot grubs, troll and green slime are full-sized, so to the players they are huge! Their hit dice and attack damage have been increased accordingly.

3. **Dexterity and strength checks** — This adventure requires characters to make strength or dexterity checks in a number of places. To do this, characters must roll their strength/dexterity or less on 1d20. The effects of the roll are explained in each case.



PART 2 : PLAYERS' INTRODUCTION

The DM should read the following to the players at the start of the adventure. If non-competition characters are being used the DM should provide a suitable alternative.

Life had not been easy. It was bad enough being brought up in a damp, dirty dungeon and coping with rats all day, but having an orc as a father was just too much to handle. Dad was not nice: he smelt bad and his table manners were disgusting. With half-eaten food dribbling down his chin he would take his big nailed stick and beat you all for no apparent reason.

Then, Grukyt Mange Eye and his mates arrived. They burst into your lair and killed your father before he even had a chance to grab his axe. Fearing for your lives, you hid under the table and hoped they wouldn't discover you. Grukyt found you all the same, but instead of killing you, he adopted you as his own.

Things improved a bit then. Instead of living in a dungeon you had the luxury of Grukyt's damp and cold cellar, with lots of bugs and spiders to feast upon. Grukyt was a kind foster father, he only beat you with a small stick which didn't have any nails, and ensured you had a good education in the thieving arts. He even sent two of you to Harik the Hatchett to learn how to fight and, being a religious man, Grukyt insisted that one of you should follow the Dark Path and become a cleric. An unhappy childhood turned into an enjoyable adolescence as Grukyt took you on many daring robberies.

Tonight was to have been your greatest achievement. Somehow Grukyt had managed to get his filthy hands on a map to the wizard Severad's citadel. Intent on relieving the wizard of his wealth Grukyt led you to Severad's abode, where you shinned over the walls with ease. Before you could say 'grishnakh', you were deep inside and well on the way to becoming very rich.

Then things started going wrong. The strange twisty, misty corridors, the voices that spoke from the walls, the horrible laughter which pursued you as you ran stumbling blindly in the darkness...

Just when you thought you could take no more, the wizard appeared. Grukyt charged forward and you, like idiots, followed. Severad raised his arm. Streaks of light shot towards Grukyt. Vainly he tried to dodge but the spell hit him, his eyes rolled back and with a gasp of agony he slumped to the floor, dead!

With your foster father gone, there was only one thing to do, you threw your weapons on the floor and grovelled at Severad's feet. Shamelessly you begged forgiveness for your incursion and blamed it all on Grukyt, who had led you all unwittingly astray. Severad was not impressed! Removing a wand from his sleeve he waved it in the air, there was a flash of light and you were blinded...

As your vision cleared, you realized that something was very, very wrong. You were in an iron cage, swaying violently. As you were buffeted from side to side, you saw with horror that the cage was being carried by a gigantic hand. The cage stopped with a thump and a huge face peered at you. It was the face of the wizard and his voice boomed...

'Well my friends, you have arrived at a propitious time. I have a small task for you. Yesterday, my former apprentice lost something of great value to me. Alas, he is no longer here, so you shall take his place. Down my laboratory drain you will find a crystal lens. This you will retrieve for me. You have been reduced to a height of 2 inches. Only I can restore you to your normal size and this I will do only when you return the lens.'

Without waiting for a reply he picked up the cage and lowered you into a gigantic white room. He opened the door and shook you out. His huge finger pointed to a 10-foot-diameter hole in the floor. In his other hand he held a piece of rope which he dangled down the hole. Your fear of being crushed convinced you to follow the wizard's command and descend the rope. Your journey down the plug hole and round the bend had begun.

PART 3: THE DESCENT

Severad will lower the players down to the U-bend on a length of cotton:

> Nervously clutching the rope, you are lowered into the darkness of the drain and its familiar vile smells greet you. The pipe reverberates with the sound of gurgling water and you wish you were back home safe in your cellar. Before long a pool appears beneath you, its feeble glow illuminating the rough surrounding walls.

The gurgling noises and splashes are caused by water flowing through the drains and the characters will hear many such noises whenever they stop to listen.

The pipe is made from baked clay and is very rough. Characters climbing the walls will be able to do so as though they were climbing a very rough, non-slippery wall surface (see **DMG** ρ19). In some places the walls are slippery and these will be noted in the text where they occur.

1. U-Bend

Here, in a pool containing **oil of slipperiness** is the lair of a bloodworm:

> Soon you are standing on the sloping walls of the drain. Ahead of you a gigantic pair of rusted and bent tweezers spans the glowing blue pool. On the other side the pipe slopes upwards out of the liquid.

The water here contains a number of magical ingredients which have combined to form **oil of slipperiness**. If characters inspect the water they will notice that it is oily. If touched, its properties will become apparent, since it will be impossible to handle anything with oily fingers

The liquid can be avoided easily by walking across the tweezers to the other side of the pool, but when the first player is halfway across, a bloodworm will rear up out of the pool. It will attack one character, and if a successful hit is made, pull the character off the tweezers into the liquid. The bloodworm will then dive for one round and reappear the following round on the other side of the tweezers with the character still firmly lodged in its jaws. It will continue to dive under the liquid every other round and appear on a randomly determined side the following round. During this time it will be draining blood from the character in its jaws. If reduced to 10 hit points or less it will drop the character and attempt to hide at the bottom of the pool.

1 bloodworm: AC 4; MV 6"; HD 6; hp 40; #AT 1; D 1-8; SA Drains blood; SD Nil; MR Std; Int Non; AL N; Size L; xp 465; FF.

Characters attempting either to fight the bloodworm while balanced on the tweezers, or to run across them, must make a successful dexterity check in each round of combat, or fall into the pool.

The pool is 8 feet deep. Characters will be able to float if they discard shields and weapons larger than short swords. Characters will find it difficult to leave the pool unassisted, as it will be impossible to grip the sides or to catch any ropes thrown to them. A means of getting out of the pool will probably involve someone outside the pool washing the oil off the character's hands with alcohol (eg wine), enabling the character to grasp a rope, hand or the side of the pool and then scramble out of the water. The remainder of the oil can easily be washed off with more wine.

The tweezers were lost here long ago and are firmly lodged. They are 20 feet long and can only be moved by a successful Bend Bars attempt.

2. Sloping Section

This shallower U-bend contains 12 enormous rot grubs. It can be crossed safely by swinging on the overhead tendrils:

> The pipe slopes steeply down to a foul-looking pool, where writhing, dark shapes with fang-filled maws thrash around in the muck. From above the pool, long green tendrils hang down to within a few feet of the water.

The water is 9 feet deep. The 12 enormous rot grubs will attack anything entering the water. They will leave the water to attack after one turn if the party has not crossed the pool by this time.

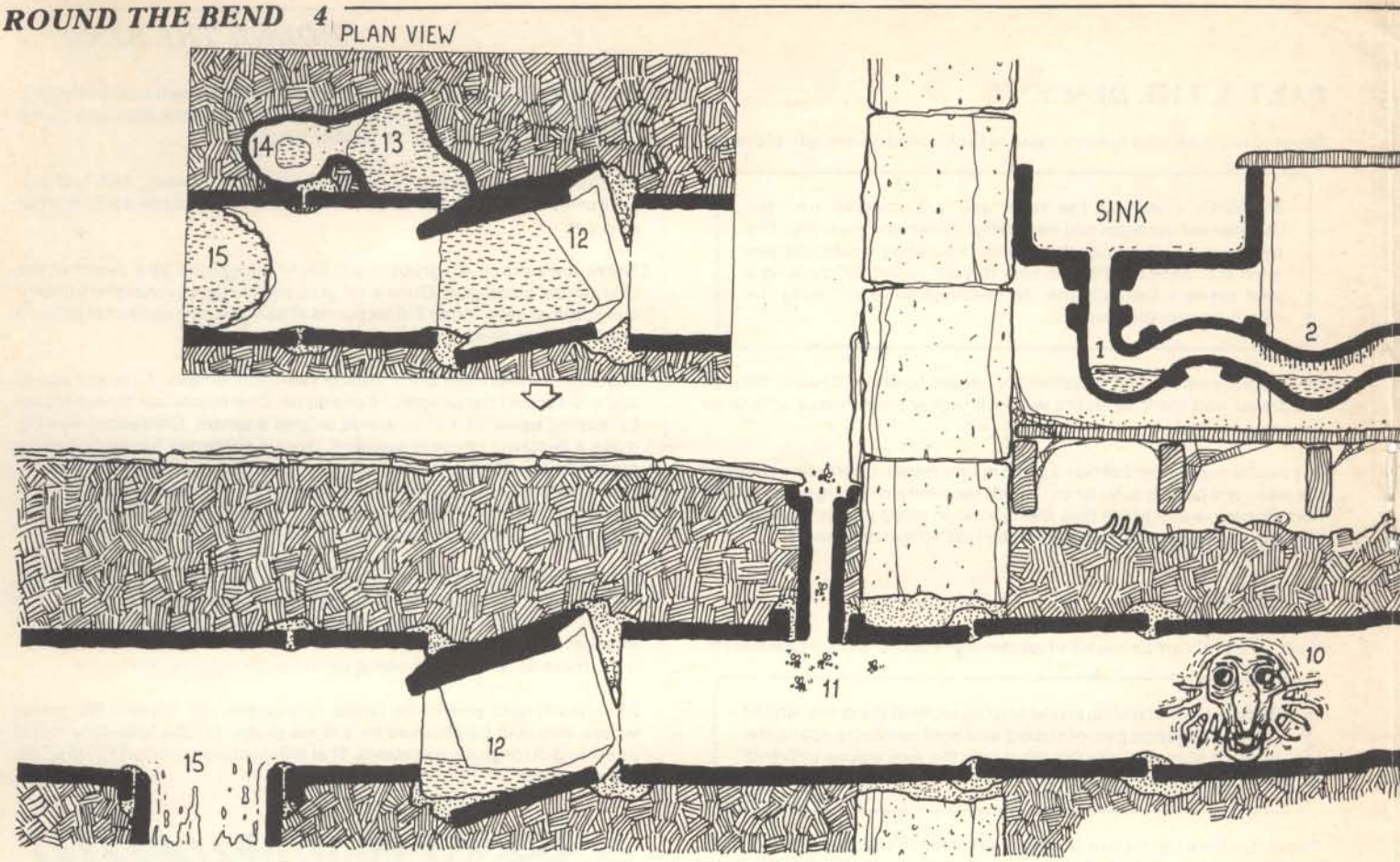
12 enormous rot grubs: AC 9; MV 6"; HD 2; hp 12 each; #AT 1; D 2-8; SA Burrowing; SD Nil; MR Std; Int Non; AL N; Size M; xp 86 each; Special monster.

These are normal rot grubs made more dangerous as a result of the characters' small size. Once a rot grub has made a successful attack it will automatically inflict 2-8 hit points of damage per round until either it or its victim is dead.

The tendrils overhead are a form of harmless fungus. They are strong and will support the weight of a character. Characters can cross the pool by leaping upwards and forwards to grab a tendril. Characters need to make a dexterity check to succeed. Once a character has successfully grasped a tendril, then the chance of climbing across is the same as the character's normal chance for climbing walls. To maintain excitement and fear of falling in the water, the throw required should not be revealed and should be rolled secretly by the DM.

If the dexterity check is unsuccessful, a successful strength check indicates the character has been able to clutch onto the bottom of the tendril. Characters hanging from the bottom of the tendril will be attacked by 1-2 rot grubs per round until they pull themselves up into the main mass of tendrils. Climbing up the tendrils takes one round.

Should strength checks be failed, characters will fall into the water where they will be attacked by 2-5 rot grubs. On the following round another 2-5 rot grubs will attack. This will continue until all 12 rot grubs are engaged.



3. Wriggly Attack

Many magical substances have slowly been deposited in this section of pipe over the years. These substances have given birth to the wrigglies, a peculiar and ever-hungry life form:

> Bright orange light illuminates the pipe ahead and a sweet, sickly smell hangs heavy in the air. Ahead at the top of a slope many strange and brightly coloured blobs wriggle in unison, becoming more agitated as they slowly advance towards you.

Upon sensing the party's presence the wrigglies will lose their blob-like shape and become elongated. They will writhe about, waving their bodies as they move towards the party. Wrigglies attack by hitting characters with their elongated heads. When a wriggly kills a victim it will envelop it and slowly digest it. If a wriggly is killed it will spray out a sweet and sticky sap over anyone within 5 feet. The sap has a pungent odour and is difficult to remove; even alcohol will not shift it. Its only significant effect in this adventure is to attract the bluebottles at encounter 11.

10 wrigglies: AC 8; MV 1"; HD 1; hp 5 each; #AT 1; D 2-5; SA Nil; SD Nil; MR Std; Int Non; AL N; Size M; xp 15 each; Special monster.

The orange light comes directly from the wrigglies. It will become dimmer and dimmer as more of the wrigglies are killed, disappearing when they are all dead.

4. Pipe Intersection

The pipe widens here to 15 feet across. Living in a concealed lair in the wall are two huge spiders:

> The vertical pipe you are descending bends towards the east and widens. Thirty feet past the bend, a narrower pipe drops down into darkness. A strong smell wafts from the east and a faint clicking can be heard coming from the same direction.

As soon as any character moves eastwards towards the downpipe the first spider will attack. It will gain surprise on a roll of 1-5 on 1d6. The second spider will join the melee 3 rounds after the first.

2 huge spiders: AC 6; MV 18"; HD 2+2; hp 16, 11; #AT 1; D 1-6; SA See below; SD Nil; MR Std; Int Animal; AL N; Size M; xp 193,178; MM.

The poison of these spiders is weaker than that of their larger cousins. Saving throws vs. Poison are made at +2. Characters who fail their saving throws take 10 hit points of additional damage from poison, those who are successful take no extra damage.

The spiders' lair will be quite obvious once the fight has finished. It contains a miniaturised orange-coloured bottle covered in silver wire with a gold stopper (value — 100gp). The 5-inch-high bottle is part of Severad's experiments and was lost by him a long time ago. He has since forgotten all about it. It originally contained a **potion of diminution** (pale blue in colour and tasting of cinnamon), but reduction has caused its effects to alter. Instead of causing the drinker to shrink, it will produce insanity which lasts for 7-12 turns (d6+6). Characters who drink the brew will suffer from megalomania, believing that they are the best at absolutely everything, and will demand the right to lead and make all decisions. Those afflicted will not accept any criticism and will be very argumentative if aspersions are cast on their abilities.

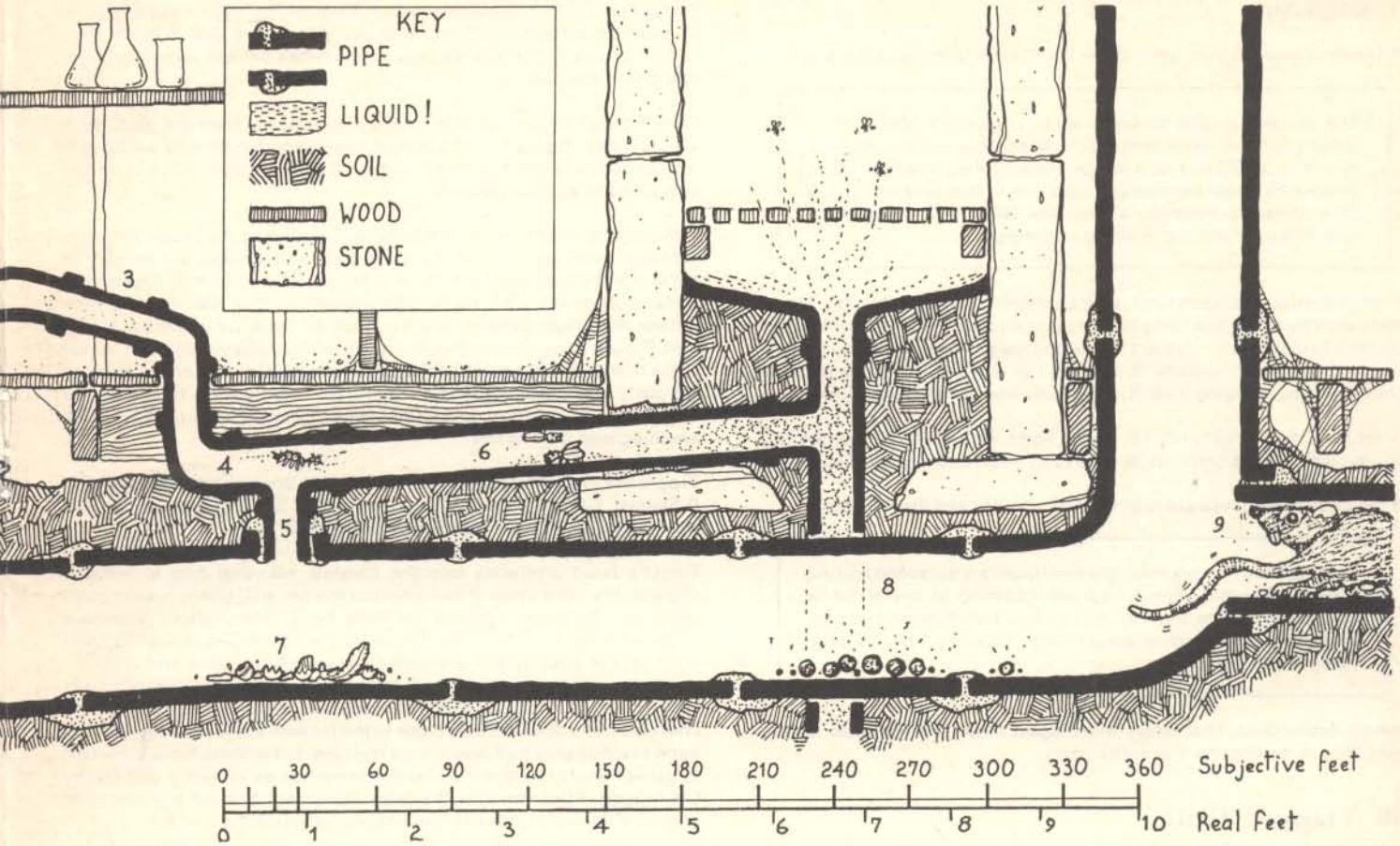
The clicking comes from two boring beetles who live in the eastern pipe. The smell is from a garderobe further along the pipe (encounter area 6).

5. Downpipe

This pipe gives access to the lower level of the drain:

> Below you a 10-foot-diameter shaft descends into reeking darkness. Peering down you can see no bottom. Instead the shaft seems to end in mid air.

The pipe drops down 30 feet into the centre of the ceiling of the conduit. From there it is another 50 feet to the bottom, making it impossible for the characters to climb down using their one rope. In order to descend, it will probably be necessary for a character to hammer spikes into the wall while being lowered on the rope. Once the spikes are in, the character can safely stand on them and attach the rope to the lowest spike. The rope will then reach the bottom of the lower pipe and characters will be able to climb down it. Those who attempt to tie the rope while balancing on only one spike will not have a stable hand-hold and must make a successful dexterity check or fall to the bottom of the lower pipe taking standard falling damage.



If the characters fashion a rope from their sacks the DM should inform them that it begins to tear as the first character descends. There is a 20% cumulative chance per character that it will rip as characters climb down it. Thus it will automatically break as the fifth character descends, if it has not already done so.

6. Beetle Attack And Unpleasant Smells

Two boring beetles live in the pipe here:

> The pipe is now sloping upwards and the clicking noise is growing louder. As you advance, you can make out the forms of two large, dark beetles clinging to the damp, fetid walls. They stir as you approach and their clicking grows louder as their huge mandibles grate together.

The two beetles live in a crack in the pipe and survive on waste from a garderobe. They will attack the party on sight and fight until killed.

2 boring beetles: AC 3; MV 6"; HD 5; hp 23 each; #AT 1; D 5-20; SA Nil; SD Nil; MR Std; Int Animal; AL N; Size L; xp 205 each; MM.

The garderobe lies along the pipe and the smell will get stronger the further the characters progress. After another 100 feet, the stench is so great that any characters attempting to make further progress will be affected as though by a **stinking cloud** spell. There is no way characters can pass this point.

7. Lower Level

This section of pipe is the outlet to the main sewer system running beneath the citadel:

> You descend into a wide, square pipe. It slopes down westwards and a stream of murky water flows along the south wall. Below the downpipe lies a large pile of refuse containing huge egg shells, nut shells, a feather, and other assorted pieces of junk. Loud scratching and heavy breathing echo all around the pipe.

The scratching and breathing come from Trootz, the troll (see encounter 10).

The water flows to the west and is harmless.

The pile of refuse contains a football-sized amethyst (value — 300gp), a blob of gum arabic, an eyelash, twelve broken walnut shells, four egg shells, a bone comb, a piece of sealing wax, nine toothpicks, a candle stub, a cockatrice feather, a 12-foot length of string (rope) and a spatula.

The amethyst will be discovered as soon as the pile is disturbed. It is nearly 18 inches in diameter and will begin to roll down the slope past the gum arabic. If not caught the gem will roll past the troll (encounter 10) and come to rest against a pile of powdered diamond by the pool of sludge (encounter 12). The first character to disturb the pile will automatically step into the blob of gum which covers the floor in front of it and become firmly stuck. If more than one character attempts to grab the gem, only the first will be stuck. Once stuck to the gum the only method of release is to be cut free with an edged weapon. This will result in the character's boots and trousers being badly damaged exposing them to draughts and ridicule.

The walnut and egg shells are all broken. The gum and sealing wax can be used to repair them and make them watertight, allowing the characters to cross the pool of sludge at encounter 12. The toothpicks and spatula can be used as punt-poles or oars. A shell-boat will only support one character at a time.

The cockatrice feather is golden brown and is clearly labelled by a 4-foot-long piece of parchment tied to it with string. It is harmless, but characters will not be aware of this unless they experiment with it.

8. Huge Rat-Droppings

The section east of the down pipe leads to a rat lair:

> You travel along the conduit for some distance until you come across a number of large balls lying in a line. Moving closer you realize that these are enormous rat-droppings.

If the characters continue along here they will arrive at the rats' lair (encounter area 9).

9. Rat Lair

A family of gigantic rats have made their home in the pipe here:

> The conduit begins to slope steeply upwards and soon is almost vertical. Great scratch marks scar the sides of the pipe and lead up 30 feet to a larger horizontal pipe, which leads eastwards. From the pipe come sounds of loud scratching and squeaking. Occasionally a dirty pink tail of colossal proportions flicks around the opening to the pipe.

The horizontal pipe leads to a rat lair containing five gigantic rats. These will probably finish the party off very quickly. If any of the adventurers decides to climb up and have a look along the pipe the DM should check to see if they move silently. If they fail the rats will hear and pour out from the pipe, bringing a swift and bloody end to the adventure!

5 rats: AC 4; MV 42"; HD 16; hp 84 each; #AT 1; D 10-100; SA Nil; SD Nil; MR Std; Int Semi; AL N; Size L; xp 5680 each; Special monster.

If the character moves silently, the DM should read the following:

> Peering down the pipe you see five huge rats sprawled around a large chamber. Some rats are gnawing at bones while others sleep. The one nearest to you twitches and yawns, revealing a cavernous mouth with vicious, 12-inch-long, razor-sharp incisors.

When descending, characters must again move silently, with failure resulting in disaster for the entire party.

10. Trapped Troll

A pipe from a sink in a bedroom joins the conduit here. It is presently blocked by Trootz, a troll who is very hungry:

> The scratching and heavy breathing you heard when entering this pipe grow louder. A monumental, green, warty nose spans the width of the conduit and five gigantic fingers desperately scrape the wall. A strong, unpleasant stench hangs heavy in the air. With a grin you recognize the creature — a troll, surely a source of fun!

Severad's former apprentice was not very conscientious and often took the easy way out of any task set by Severad. Two days ago he was told to burn a piece of Trootz, a troll on whom Severad had been experimenting. Instead he dropped it down a drain, where the troll regenerated. Unfortunately for Trootz his regeneration has caused him to become wedged in the pipe.

Trootz is making very slow progress in his escape from the pipe. He is able to move about a ¼ inch per hour. Given enough time he will be able to drag himself out of the pipe and into the main conduit where he will be able to make quicker process.

Although he would rather not be here, Trootz sees the characters as a potential food source and not as a means of escape. He will try to persuade them to chop off the end of his nose so he can regenerate freely outside the pipe. He is well aware that this will not help him. Rather than regenerating from his severed nose, he will grow a new one. The only way he could regenerate from his nose would be if the rest of his body was burned and destroyed. He will do all he can to convince the party that chopping off his nose is his only hope. In return for the favour he will offer to help the players against the wizard, or to do anything else they desire.

Trootz the Troll: AC 4; MV Not applicable; HD Special; hp Special; #AT 2; D Special; SA See below; SD See below; MR Std; Int Low; AL CE; Size Very large!; xp Not applicable; Special monster.

Trootz's head protrudes into the conduit, allowing him to move it slightly. His nose stops 2 feet short of the far wall giving just enough room for players to squeeze carefully by. Trootz's tongue stretches slightly further than his nose. Should anyone be stupid enough to try to chop off his nose Trootz will strike out with his tongue and grab the character with it (attacking as a 16 hit dice monster). The character will be drawn quickly to his mouth and devoured. Trootz will also snatch any character who does not stay close to the far wall while passing him. His hand reaches only half way across the pipe, but anyone foolish enough to get within its reach will suffer the same fate as someone grabbed by the tongue. After eating a character Trootz will spit out any weapons and/or shield, grin, lick his lips and say 'Lovely. Who's next?'

Trootz is huge and a deadly opponent. Attacks on him will do little more than infuriate him, since he regenerates at a faster rate than the players can damage him. Any weapon striking his tongue has a 10% chance of lodging there and being pulled out of the attacker's hand, unless a successful throw to open doors is made, in which case the weapon will have been pulled free.

If he is attacked, Trootz will snarl and spit, creating an almighty row and deafening the players. His voice will echo around the drain and be painful on the ears. While he is shouting all characters must save vs. Paralyzation or suffer weakness (from the smell of his breath), and deafness for 2-12 rounds. Those weakened lose 50% of their strength; deafened creatures cannot hear any sound, and strike at -1 on their to hit rolls due to disorientation (cf Dragonne — MM).

11. Buzzing Around

Six bluebottles attracted by the sweet sickly smell from the wrigglies (encounter 3), or by the smell of blood from characters' wounds, enter through the grating from the courtyard and attack:

> Loud buzzing comes from overhead, and you see six huge, blue flies hurtling down towards you in hungry anticipation.

The bluebottles will only attack wounded characters or those sprayed by the wrigglies. They will not attack anyone carrying a torch, since a hit from a torch will burn their wings off. Each will fight until reduced to 5 or less hit points, and will then fly back through the grating. After killing a character all the bluebottles will settle down to feast unless driven off.

6 bluebottles: AC 6; MV 9"/30"; HD 3; hp 13 each; #AT 1; D 1-8; SA Disease 10%; SD Jump; MR Std; Int Non; AL N; Size M; xp 74 each; MMII — see Fly, Giant.

12. Pool of Sludge

A crack in the conduit at this point has caused a pool of sludge to develop here. Living in the sludge are three grey oozes which will attack when the characters are halfway across. If the party caught the amethyst at encounter 7 the following description should be altered accordingly:

> This section of pipe is beyond your wildest dreams. The large amethyst rests against a mound of diamonds at least 4 feet high. The diamonds sparkle brightly, almost blinding you with their brilliance.

The diamonds are large, fist-sized chunks which appear very valuable. They are in fact fragments of powdered diamonds worth only 50gp in all.

Once the characters look beyond the diamonds they will be able to see the pool of sludge stretching before them:

> Blocking your path is a large expanse of greeny-yellow sludge which glows with an eerie light. Bubbles occasionally break the surface, causing it to move as if alive. The muck has spread up the walls making them very slimy, and blobs of green liquid drop from the ceiling and plop into the sludge below.

This pool is 12 feet deep and in places is just like quicksand. Characters entering it will feel it slowly pulling at them. Should they attempt to swim across they will be sucked under in 1 round and in all but exceptional circumstances, will drown in 3 rounds. The walls are slippery but fairly rough (see **DMG** p19) and can only be climbed by a 6th level or higher thief.

The pool can be crossed by using the egg or walnut shells (encounter 7) as boats. These will need to be repaired before they will float: see encounter 7 for more details. When the characters are halfway across, three cilia of grey ooze will rise up out of the muck and attack.

3 grey oozes: AC 8; MV 1"; HD 3+3; hp 15 each; #AT 1; D 2-16; SA Metal corrosion; SD Impervious to fire or cold; MR Std; Int Animal; AL N; Size M; xp 275 each; MM.

After fighting the grey oozes, the party will notice a crack in the far end of this section of the conduit which leads to the lair of a gibbering mouther, where the lens lies.

13. Murky Hole Full of Filth

This crack in the pipe wall leads to the object of the adventurers' quest:

> The crack widens into a dingy, smelly chamber. The walls are formed from closely packed earth covered in the same glowing muck as the water. On the far side, a ramp slopes out of the water to a dark, narrow passageway.

Characters will experience no problems pulling their boats up the slope.

14. Gibbering Sounds and Slimy Mounds

A disguised gibbering mouther lies in wait at the bottom of a muddy pool. It will not attack until the characters approach the centre of the cave where the lens lies:

> A dank smell pervades this muddy chamber. A shallow pool of water fills the centre of the room. Light cascades across the room reflected by three enormous gems in the middle of the pool. Propped on one of the gems is a large crystal disc which sends dazzling lights dancing before your eyes.

When the characters approach the centre of the room the gibbering mouther will spring up from the pool where it has been hiding. When this happens the DM should read this section to the players:

> As you approach the pool it suddenly explodes upwards, showering water everywhere and momentarily blinding you. When your vision clears you see a ghastly sight: an earthy mound with many gaping mouths, and staring eyes. Its nauseous form slithers through the muck, while its mouths send forth an incoherent babble and its many tongues drool hungrily.

The mouther has altered the surrounding ground, allowing it a movement rate of 60 feet. The water has made this surface slippery and characters fighting the mouther must make a dexterity check each round or slip in the mud. If attacked, fallen characters receive no dexterity modifiers to armour class. Getting up takes one round and requires a dexterity check to succeed. If a fallen character is bitten by three or more mouths, the mouther will flow over the character (see below).

1 gibbering mouther: AC 1; MV 6"; HD 4+3; hp 30; #AT 6+; D 1(x6)+1 per round; SA Spit, babble, confusion; SD Control ground density for 5' radius; MR Std; Int Semi; AL N; Size M; xp 360; MMII.

Any standing character who is bitten by three or more mouths must roll 6 or more on 2d6 or fall beneath the mouther (+1 if dexterity is 15+). Note: this is greater than the usual chance of falling beneath the mouther because of the slippery surface on which the characters are fighting. Any character beneath the mouther will be attacked by 12 mouths per round until he or she is dead.

On the second round of combat the mouther will spit at the wall, causing a blinding flash. All characters who fail a save vs. Petrification will be blinded for 1 round. Blinded characters strike at -4 and lose all dexterity bonuses on armour class. Blinded characters will not be able to use missile weapons.

After defeating the mouther the players will be able to collect the **eye of minute seeing** and the three gems — a 1000gp emerald, an 800gp garnet and a 500gp topaz. Each gem is about 2 feet in diameter and each character will be able to carry only one gem.

15. Descent Into the Depths of the Sewer

Here the conduit joins the main sewer pipe beneath the citadel:

> The stream of brackish water flows down a large hole in the centre of the pipe. The sound of rushing water echoes up from below. The walls are streaked with a bright green slime that glistens in the light. On the other side the conduit slopes upwards and a small stream of water runs down its centre.

The walls of this downpipe are covered in green slime for its entire length of 250 feet. Any character touching it has only 1-4 rounds in which to remove it before being turned into green slime.

1 immense green slime: AC 9; MV 0"; HD N/A; hp N/A; #AT 0; D Nil; SA Turns flesh into green slime; SD Only effected by cold and fire; MR Std; Int Non; AL N; Size Huge; xp Not applicable; MM.

In relation to the players this slime is huge and beyond their capabilities to harm. Burning oil will only effect a small area and will not damage the main body of the slime.

Characters journeying further west will wander for hundreds of feet without anything happening. The DM should continue to describe the pipe until the players realize their mistake. Alternatively, DMs may wish to expand the adventure by adding some encounters of their own.

PART 4: ENDING THE ADVENTURE (or DOWN THE DRAIN)

The adventure can be ended in a number of ways. Having found the lens (the **eye of minute seeing**), players can climb back up to the sink and be returned to full size by Severad. It is up to the DM to decide if the characters have to make 'climb walls' throws or whether it is assumed they exit safely.

In the competition, players were allowed 2 hours to find and return the lens. If they failed to return before this time, they were accidentally washed down the drain and drowned by one of Severad's servants, who, being unaware of the characters' presence in the drains, had a bath and pulled the plug after he had finished. The water flooded the drains and killed any characters on the lower level.

When and if the characters return, Severad will be waiting for them. He is of lawful neutral alignment and will keep to his bargain, provided the party does not cross him. As soon as the party emerges from the drains he will produce his wand, execute some mystical passes with it and restore the adventurers to their full size, but unconscious. He will then have them taken away to awaken outside the citadel. He will allow them to keep any items they may have found down the drain, other than the lens. Only the party's original possessions will be 'enlarged', anything found down the drain will remain small (ie a 1000gp emerald will NOT become large enough to buy half a continent!).

PART 5: COMPETITION CHARACTERS

The following five characters made up the team of half orcs caught by Severad and sent on this unusual quest. If other characters are used they should be limited to approximately the same equipment (ie 11 iron spikes, two small hammers, one flask of oil, four torches and a flask of wine each).

1. POL; CLERIC/THIEF; LEVEL 4/4; HALF ORC; AL LE; S 14, I 8, W 14, D 15, C 16, Ch 8; hp 28; AC 3

Equipment — **Leather armour +2, large shield +1, dagger +1**, 3 daggers, broadsword, wine skin, wine, high soft boots, unholy symbol, prayer beads, backpack, tinderbox, 2 small sacks and 1 flask of unholy water.

2. LIPPUT; FIGHTER/THIEF; LEVEL 4/4; HALF ORC; AL LE; S 17, I 8, W 10, D 16, C 17, Ch 6; hp 31; AC 3

Equipment — **Leather armour +1, shield +1, Longsword +1** (NSA), light crossbow, 10 **bolts +1**, 10 normal bolts,dagger, low soft boots, wine skin, wine, 5 iron spikes, small hammer, 1 flask of oil, backpack, tinderbox, 2 small sacks and 2 torches.

3. THEKET; FIGHTER/THIEF; LEVEL 3/4; HALF ORC; AL LE; S 18(63), I 6, W 10, D 16, C 17, Ch 7; hp 30; AC 2

Equipment — Leather armour, **shield +2, scimitar +1**, shortbow, 12 arrows, 3 daggers, **ring of protection +1, potion of extra-healing**, low soft boots, wine skin, wine, 4 iron spikes, small hammer, backpack, bunch of garlic and 2 torches.

4. ULL; THIEF; LEVEL 6; HALF ORC; AL LE; S 14, I 10, W 5, D 17, C 14, Ch 8; hp 23; AC 5

Equipment — Leather armour, **shortsword +1, dagger +1**, sling, 10 sling bullets, 5 sling stones, **boots of elvenkind**, wine skin, wine, 50' rope, backpack, tinderbox, 1 large sack and 1 small sack.

5. ONN; THIEF; LEVEL 5; HALF ORC; AL LE; S 15, I 9, W 12; D 17; C 15; Ch 6; hp 26; AC 4

Equipment — **Leather armour +1**, broadsword, **dagger +2**, 5 daggers, **bag of holding**, low soft boots, wine skin, wine, 2 iron spikes, 10' length of cord, candle, backpack and 2 small sacks.

CREDITS

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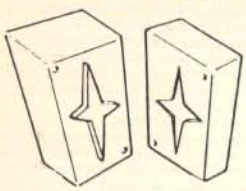

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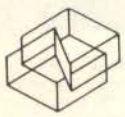

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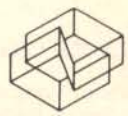

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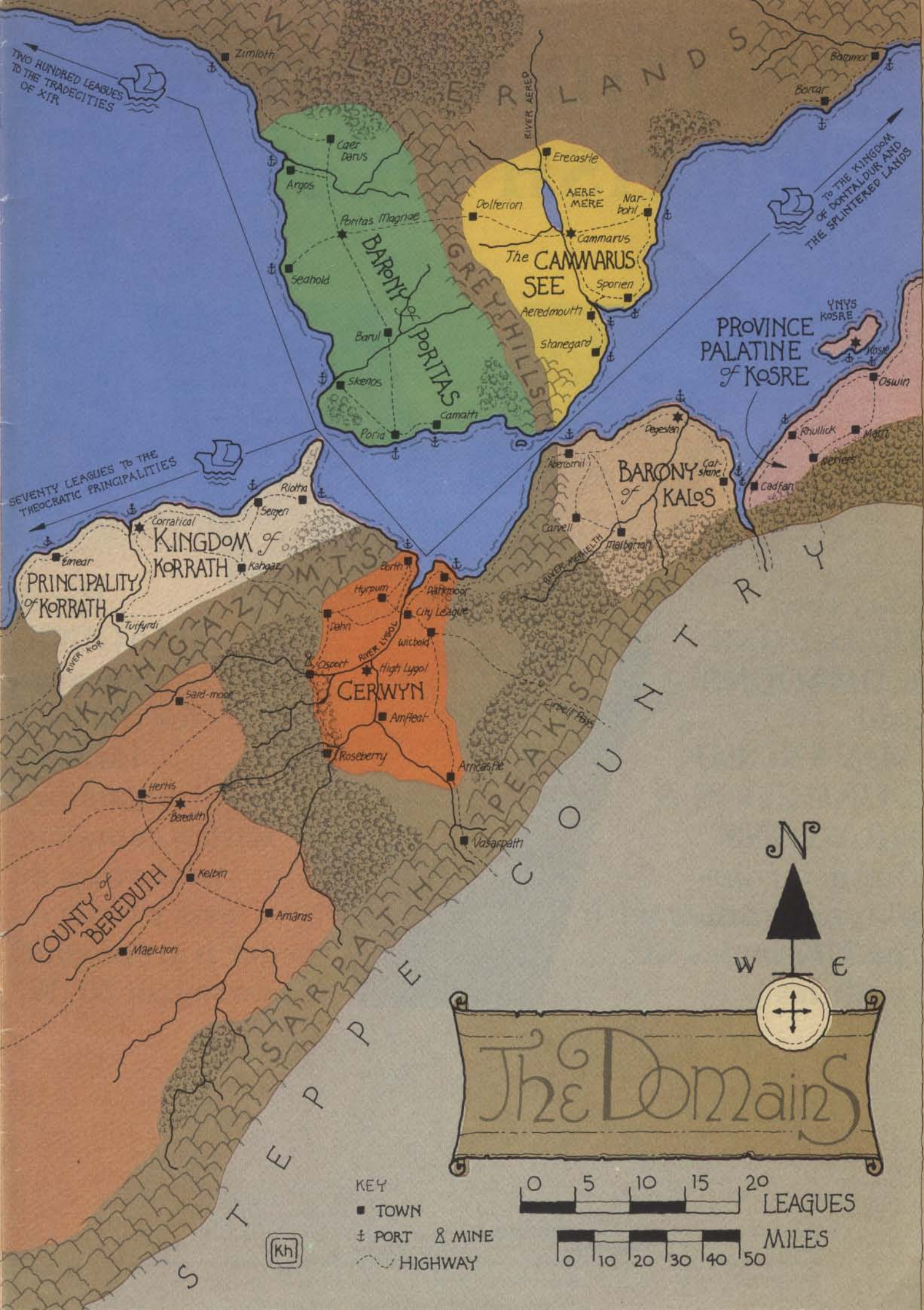
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